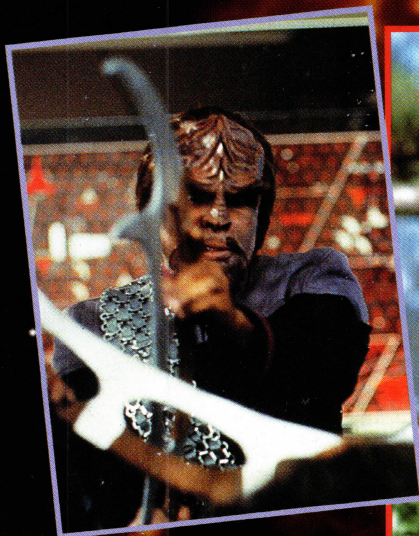




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Worf and the Klingon Empire
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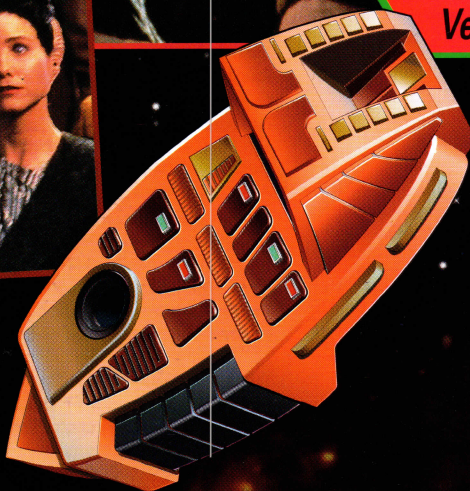
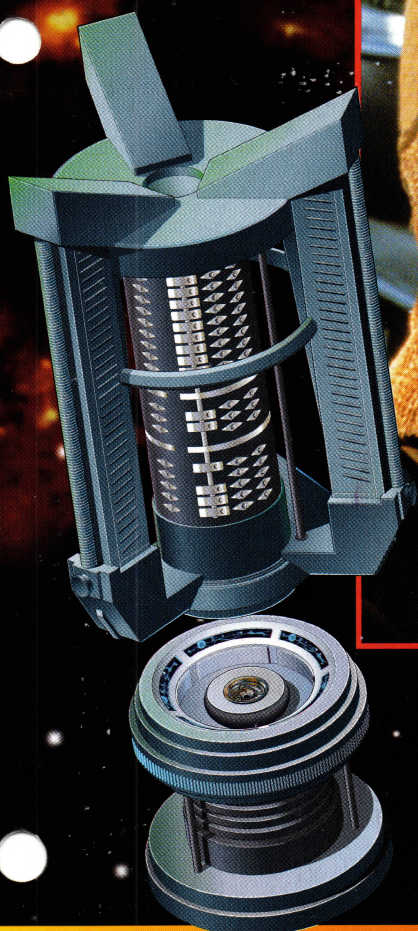
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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7 CARD 12

FEDERATION FOOD AND DRINK



THE UNITED FEDERATION
OF PLANETS

The food and beverages enjoyed by Federation citizens are as varied as the planets, civilizations, and cultures from which its members come.

In the 24th century, replicator technology affords the citizens of the Federation a broader range of food than that enjoyed by previous generations. Nevertheless, many classic Earth dishes are still enjoyed by humans, and have developed popularity among the many alien races of the Federation. Among these foods is the potato, which, when cooked, mashed, and mixed with milk, salt, and butter, is enjoyed by Kes aboard the *U.S.S. Voyager NCC-74656*, after she is introduced to it by Samantha Wildman. Also popular is Creole food, a traditional style of Earth dish that is cooked with a savory sauce containing peppers, tomatoes, onions, and spices. Sisko's restaurant in New Orleans, specializes in Creole and Cajun food, cooked by the chef and owner, Joseph Sisko. Gumbo, a thick soup or stew containing okra pods, is the house

specialty. Captain Benjamin Sisko – an amateur chef – makes the spicy entrée, Creole shrimp with Mandalay, with shrimp and sautéed tomatoes, according to his father's recipe. *Chicken à la Sisko* is a specialty of Captain Sisko and his son, Jake.

Captain's taste

Captain Picard of the *U.S.S. Enterprise NCC-1701-D* also has broad culinary tastes, including a liking for caviar; however, because he feels that the quality of the replicated version is not good enough, Picard keeps a few cases of the real thing stored aboard his ship. The captain also enjoys croissants, a flaky pastry that is often served during his regular breakfasts with Dr. Beverly Crusher.

The Ten-Forward lounge on the *Enterprise* offers a wide variety of food and drink, such as Tamarian frost and Til'amin froth, which are accessed through the replicator facilities.

Tzartak apéritif, a specialty

beverage, is made so that its vapor point is a half-degree below the body temperature of the person drinking it. The liquid evaporates upon contact with the drinker's tongue, and the flavor is carried solely on the vapors. A selection of intoxicating alien beverages are kept behind the bar for the more discerning drinker.

Soup remains a popular dish, for both its taste and supposed health benefits; PCS, or Pulaski's Chicken Soup, is Dr. Katherine Pulaski's preferred treatment for the flu virus, while Tom Paris recalls an Earth doctor who used to make garlic soup for his patients.

Potent beans

Dr. Leonard McCoy is particularly proud of his recipe for beans, in which he simmers bipodal seeds in a sauce prepared from an old Southern recipe, using Tennessee whiskey as the special ingredient.

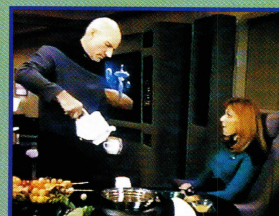
Many of the most



▶ **First meal of the day**
Captain Picard and Dr. Crusher enjoy regular breakfast meetings.



▶ **Versatile potato**
Potato casserole is a favorite dish of Miles O'Brien, although his wife Keiko favors plankton loaf and kelp buds.



▶ **Cajun style**
Joseph Sisko considers offering Cajun-style tube grubs in his New Orleans restaurant in 2372, after they prove popular with the Ferengi Nog.

popular Earth dishes are desserts. Chocolate retains its popularity in a variety of forms, all of which are enjoyed by Betazoid Counselor Deanna Troi. Ktarian chocolate puff, made from 17 varieties of chocolate, is her favorite. One of Harry Kim's favorites, fudge ripple

pudding, is a sweet dessert made from milk, a thickening powder, and chocolate flavoring. Thalian chocolate mousse is made with cocoa from the planet Thalos VII, where the beans are aged for four centuries.

The foods of other cultures are also eaten by

▶ Love

Betazoid Counselor Deanna Troi shares her passion for chocolate when she introduces Iyaaran ambassador Loquel to the joys of Ktarian chocolate puff.



KLINGON CUISINE

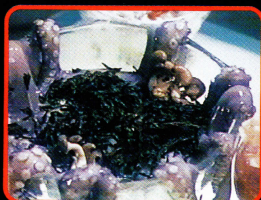
A dish best served live

The Klingon Empire is home to a number of unique dishes, including bregit lung, gladst, heart of targ, Klingon skull stew, and pipius claw. Among the most popular foodstuffs are gagh and racht, both made from serpent worms. Lingta is a game animal indigenous to Qo'noS, and is

traditionally brought by a man of the Mekro'vak region to his first courtship dinner. To supplement their food, the Klingons have their own powerful drinks, like chech'tluth, warnog and bloodwine. Nevertheless, Worf considers the human drink prune juice to be a warrior's drink.



▶ The Klingon dish gagh consists of live serpent worms.



▶ Many Klingon dishes look unappetizing to humans.



▶ Zilm'kach is a segmented orange food served in bowls.



▶ **Preparation**
All of the food served at Sisko's is prepared by hand. Benjamin Sisko spends much of his time peeling potatoes when he stays with his father Joseph in 2375.



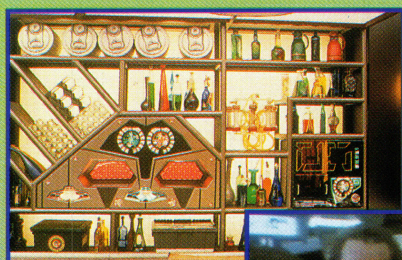
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FILE 7 CARD 12

FEDERATION FOOD AND DRINK



▼ **Quark's bar on DEEP SPACE NINE** offers a wide variety of drinks, both replicated and from the bottle, including such beverages as **Black Holes** and the exotic **stardrifter**.



▼ **Gramilian sand peas** stimulate thirst and increase Quark's drink sales.



many throughout the Federation. **Bajoran** dishes include **foraiga**, a rare delicacy, and **hasperat**, a spicy burrito whose filling is made with a specially prepared brine that, if done properly, will make the eyes water and sear the tongue.

Among the well-known **Cardassian** dishes are **larish pie**, **Regova eggs**, **sem'hal stew**, and **tojal in**

▼ **Jumja** is made from the sweet, sticky sap of the **jumja tree**. It is also referred to as 'glop-on-a-stick.'



yamok sauce. **Taspar eggs** are considered a delicacy when boiled.

The **Ferengi** enjoy such dishes as **spore pie**, **flaked blood fleas**, **lokar beans**, and **purée of beetle**, a common breakfast meal. Other favorites include **slug liver**, usually served raw, and **tube grubs**, worms that are eaten while still alive and are best served dank and musty. **Powered newt** is finely ground, desiccated lizard remains, while **millipede juice** is a

Ferengi drink that **Quark** prefers without shells. **Snail juice** is made from succulent **molluskoids**, and **Slug-o-cola** is one of **Ferenginar's** most popular beverages, advertised as "the slimiest cola in the Galaxy."

Bar food

Quark's bar on Deep Space Nine serves a variety of food and drink to cater for the varied clientele who pass through the station. **Kohlanese stew** is one of the most common meals available, as is **Vak clover soup**, which **Fallit Kot** particularly enjoys in 2370. Quark also offers a range of bar snacks, such as **Lorvan crackers**, and tries his hand at developing lucrative commemorative dishes, starting with **Kai Winn soufflé**, which he creates in 2371. This elegant desert consists of a large chocolate soufflé topped with **Haligian tongue sauce**.

Quark's main business remains the sale of drinks,

and his bar provides a wide selection of beverages; these include **Trixian bubble juice**, **stardrifter**, **Rekarri starburst** and **Samaritan Sunset**, which initially appears clear, but turns multihued when the glass rim is tapped sharply.

Alcoholic beverages are not limited to Earth by any means. Potent drinks from around the Federation include **Aldebaran whiskey**, **Aldorian ale**, **Alvanian brandy**, **Antarean brandy**, **Andolian brandy**, **Andorian ale**, and **Black Holes**, a pungent Ferengi beverage that takes its name from the celestial phenomenon. Other choices of alcoholic drinks are **brestanti ale**, **Calaman sherry**, **dresci** from the planet **Pentarus V**, **Gamzian wine**, **Kandora champagne**, and **Romulan ale**, a light blue, extremely intoxicating drink, that was once illegal in the Federation. **Saurian brandy** is a potent liqueur kept in distinctive amber bottles with curved necks.

Coffee is an aromatic Earth beverage made from ground, roasted seeds. It is often served hot, with cream and sugar. Miles O'Brien prefers a Jamaican blend, double strong and sweet, while **Geordi La Forge** likes his coffee iced. **Macchiato** is a cappuccino-like coffee beverage enjoyed by Dr. Crusher. **Paris Delight** is a coffee blend created by **Neelix** to honor Tom

▼ **Captain Sulu** enjoys a **Vulcan blend of tea**, prepared for him by **Ensign Tuvok** in 2293.



GALAXY FACTS

- ▶ **Icoberry juice** causes **Jadzia Dax's** **Trill** spots to itch.
- ▶ **Bolian cuisine** often uses meat that has been allowed to partially decay.
- ▶ In 2372, **Benjamin Sisko** serves **ratamba stew** – a traditional **Bajoran** dish – over **spinach linguini** as a culinary experiment.

Paris's historic breaking of the **warp 10** barrier in 2372.

The robust flavor of coffee is not limited to Earth. **Raktajino** is a potent **Klingon** coffee-style beverage that is sometimes served iced. **Kava** is a culinary ingredient sometimes used as a flavoring in **raktajino**.

Tea time

Earl Grey tea is a blended black tea with hints of bergamot or lavender oil, and is the preferred drink of Captain Picard. Other varieties of tea include **Andonian tea**, **Chiraltan tea**, **hot Deka tea**, **Mareuvian tea**, **Tarkalean tea**, **valerian root tea**, **Vulcan spice tea**, and **Yridian tea**.

Hot fish juice is a popular breakfast drink on **Cardassia**, while **kanar**, a thick intoxicating beverage, apparently takes some getting used to.

FRESH FROM THE DELTA QUADRANT

Nibbles from Neelix

Fortunately for the crew of the **U.S.S. Voyager NCC-74656**, being stranded in the **Delta Quadrant** has not meant living off **Starfleet** rations for years. The crew is lucky to have acquired the resourceful and talented **Neelix**, who cooks a variety of fresh and interesting foods found only in this area of space, even if on some occasions they have found the dishes to be slightly overpowering.

During **Voyager's** long journey, **Neelix** has attempted to please every member of the ship's crew with unique culinary delights, including a **Jimbaran fudge** for **Kes's** second birthday. He adds a few too many spices when preparing **plomeek soup** for **Tuvok**, but although the **Vulcan** officer finds the dish too piquant, the chef still proudly gives his creation a name.

In late 2371, **Neelix** makes **Brill cheese** from some **schplict** he has acquired. The bacteria in the **schplict** unfortunately infects **Voyager's** bio-neural gel packs, causing malfunctions all over the ship.

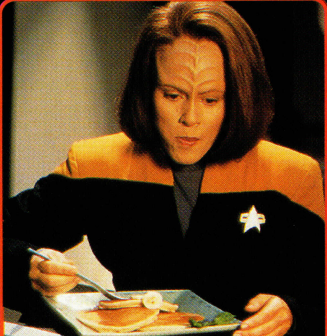


▶ **Neelix** turns **Captain Janeway's** private dining room into a kitchen in 2371.



▶ The **U.S.S. VOYAGER NCC-74656** is severely affected by **Neelix's** **Brill cheese**.

▶ In 2375, **Neelix** prepares **Banana pancakes** as comfort for **B'Elanna Torres**.





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FILE 10 CARD 12

BAJOR AND THE DOMINION



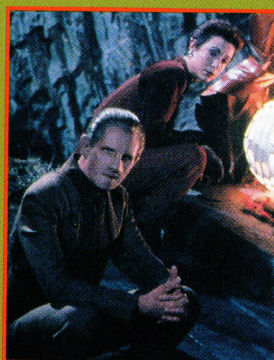
Some Bajorans believe that their world's involvement with the Dominion is a fated occurrence responsible for the most sweeping sociological and political changes since the Cardassian occupation.

The first encounter between the **Bajorans** and the **Dominion** does not occur until late in 2370, but, prior to that time, rumors about a huge dictatorship filter back to **Bajor** via **Deep Space Nine**. When the station is moved from Bajor's orbit to the nearby **Denorios Belt** early in 2369, **Deep Space Nine** becomes a waystation at the terminus of the newly-discovered **Bajoran wormhole**, a tunneling phenomenon that leads directly into the distant **Gamma Quadrant**. Initial probes sent into the wormhole yield relatively positive results, but during

these early excursions the first few disturbing reports about the Dominion begin to surface.

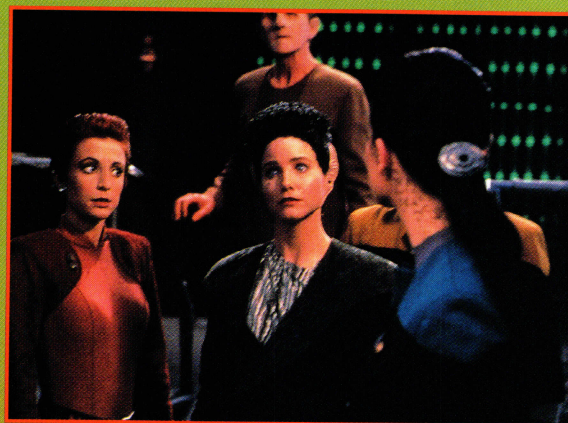
First contact

Bajor's provisional government nevertheless sees fit to expand into the Gamma Quadrant, establishing the colony of **New Bajor** in 2370, unaware that the Dominion is viewing the increasing traffic of **Alpha Quadrant** races – Bajorans included – as a threat to its safety. The fact that the Dominion has also sent a number of covert operatives back through the wormhole, to gather information on the nations of the Alpha Quadrant, is largely



unknown at this time.

Later that year, soldiers of the **Jem'Hadar**, the Dominion's shock troops, abduct **Federation** members and destroy a **Starfleet** starship, effectively commencing hostilities with the Alpha Quadrant. As part of this



Discovery

Kira Nerys is the first Bajoran to learn that **Odo's** people rule the Dominion.

Stark warning

In 2370, the **Vorta** known as **Eris** comes aboard **DEEP SPACE NINE** and warns that further travel through the Bajoran wormhole will not be tolerated by the Dominion.

initial offensive, the New Bajor colony is wiped out, along with its inhabitants; these Bajorans become the first casualties in the opening shots of the long drawn-out **Dominion war**.

Military significance

Positioned at the front-line of this short-cut to the Gamma Quadrant, Bajor's status as the gateway to an unexplored realm quickly changes: where it was once just a scientific and economic base, it rapidly become a location of great military importance. From the first violent attack on Bajoran nationals by the **Jem'Hadar**, Bajor's hostility toward the Dominion becomes highly personal.

In 2371, as a prelude to a full-scale invasion, the Dominion captures a group of officers from **Deep Space Nine** in order to interrogate them. At the same time, **Bajoran Militia** officer **Major Kira Nerys** accompanies Changeling **Chief of Security Odo** to his people's homeworld in the Gamma Quadrant. They are astonished to learn that

Odo's race are actually the **Founders**, the masters of the Dominion. Despite this revelation, the situation is left unresolved, and for a time an uneasy peace settles between Bajor and the Dominion. The Bajoran people turn their attention to the ratification of a peace treaty with the **Cardassian Union**, but this period of relative quiet turns out to be the calm before the storm.

Taking a back seat

At the same time as Bajor meditates on the Dominion threat, operatives from the Cardassian and **Romulan** secret police forces – the **Obsidian Order** and the **Tal Shiar** – mobilize to attack the Founders' homeworld. In spite of information gained during the brutal torture of Odo, the combined Cardassian and Romulan fleet is ambushed and annihilated by the might of the **Jem'Hadar**, a clear warning that other powers should never underestimate the Dominion.

Events at home on Bajor, particularly political

BLESSING IN DISGUISE

In Bajor's best interests

Bajor maintains its links with the Federation even after Captain Benjamin Sisko convinces the planet's leaders not to sign up for full membership in the organization. The Emissary's advice turns out to be something of a blessing in disguise; when the Dominion and their Cardassian allies assume control of **Deep Space Nine** in 2373, Bajor's perceived distance from the Federation helps to preserve its status as a neutral power and saves the planet from a second occupation. A small number of Bajorans, including **Kira Nerys** and **Leeta**, nevertheless continue to work on the Federation's behalf while stationed on the renamed **Terok Nor**.

▼ Captain Benjamin Sisko receives a vision from the Prophets which appears to warn against Bajor becoming a member of the Federation.



▲ **Kira Nerys** and her fellow Bajoran **Leeta** stay on **DEEP SPACE NINE** when the Dominion take control of the station.

GALAXY FACTS

Weyoun tells Kai Winn that "we are very much alike." Winn reads the Vorta clone's pagh and recoils in horror, insisting they have nothing in common.

First Minister Shakaar advises all Bajorans to evacuate *Deep Space Nine* during the Dominion takeover.

In 2375, Dukat manipulates Kai Winn into freeing the evil Pah-wraiths from the fire caves on Bajor, just as the war with the Dominion enters its final stages.

struggles between the church and the office of First Minister, serve to distract the Bajoran people from the threat of the Dominion. It is only the Founders' attempts to foment war between the Federation and the Tzenkethi, which narrowly fails, and their influence on the Klingon Empire leading up to the invasion of the Cardassian Union, that shakes Bajor out of its complacency. By the early months of 2372, the Dominion has secured a non-aggression pact with the Romulans, and struck once more at Bajoran officers during a diplomatic mission to the Karemna in the Gamma Quadrant.

First Minister Shakaar looks toward the future security of Bajor by advancing the planet's hopes for membership in the United Federation of Planets, but in 2373, all thought of Federation membership is washed

away by a tide of events placing Bajor in harm's way. In order to prevent the transfer of Dominion forces through the wormhole, the Bajor terminus is seeded with self-replicating mines, and as a damaged Cardassia allies itself with the Founders, Bajor's entry into the Federation is derailed by the visions of Benjamin Sisko, the Emissary. As soon as a non-aggression pact between Bajor and the Dominion is in place, Starfleet withdraws from *Deep Space Nine* and the station is taken over by the Dominion. The threat of a new period of occupation looms over Bajor.

Kept at bay

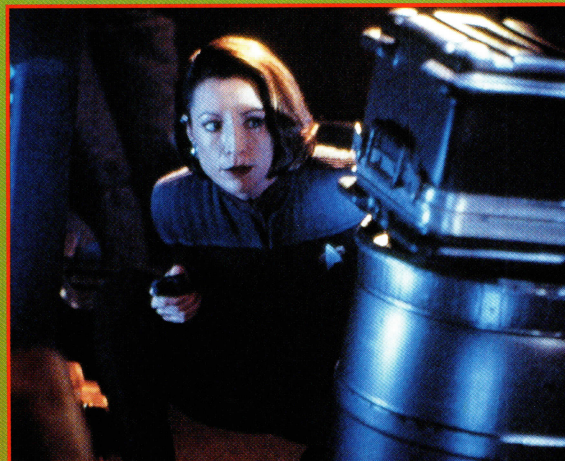
In the opening months of 2374, however, *Deep Space Nine* is once again liberated by Starfleet forces, and the Emissary's communion with the Prophets forestalls the invasion of 2800 Dominion

vessels. The Bajorans' joy at this turn of events proves to be short-lived, however, as the Cardassian Dukat, using the power of the Pah-wraiths, seals the wormhole, leaving all Bajorans to fear that their gods have been silenced. In the following year, however, Sisko's discovery of *The Orb of the Emissary* on the planet Tyree leads to the reopening of the wormhole, restoring the Bajorans' faith in the power and wisdom of their gods.

Unavoidable conflict

The newly promoted Colonel Kira Nerys, meanwhile, defends a weakened Bajor against the Romulans, who have chosen to stockpile weapons on the nearby moon of Derna, under the pretext of establishing a hospital for their wounded. When this situation is finally resolved, the Dominion war moves away from Bajor's borders and deep into

Colonel Kira swaps her Bajoran Militia clothing for a Starfleet uniform and agrees to teach Damar's Cardassian rebels how to fight the Dominion.



Kira and her group of freedom fighters break into the Dominion's central command station and persuade the Founder Leader to end the war.

Cardassian space, as the Alpha Quadrant powers take the fight directly to Cardassia Prime. Kira lends her hard-won skills as a guerrilla fighter to rebel elements among the Cardassian population, led by the former leader of the Cardassian government, Damar, while Bajor faces one last trial triggered by the Dominion's invasion. The political greed of the

planet's religious leader Kai Winn, and the madness of Dukat, force the prophesied Reckoning between the Prophets and the Pah-wraiths, one which secures the future of Bajor's spiritual and political wellbeing. The Dominion eventually surrenders and returns to its Gamma Quadrant domain, but the impact of their reign of terror forever alters the Bajoran people.

STRANGE MEETING

Non-aggression treaty

Near the close of 2373, the Dominion representative Weyoun requests a meeting with Kai Winn on the neutral ground of station *Deep Space Nine*. Bajor's spiritual leader is startled to hear Weyoun offer Bajor a non-aggression treaty with the Dominion. Winn seeks the counsel of the Prophets but receives no reply, and so she accepts Captain Sisko's advice to stall for time. Just before hostilities finally break out between the Federation and the Dominion, Sisko has to concede that the pact will best ensure that Bajor stays out of the fighting, and as the Emissary he convinces the Bajoran Council of Ministers to sign up for the treaty.



Captain Sisko has to admit that the Federation can no longer guarantee the safety of Bajor against the Dominion.

Weyoun is anxious to prove to Kai Winn that the Dominion always honors its non-aggression pacts.



After the Dominion war is over, Kira inherits Captain Sisko's role as commander of *DEEP SPACE NINE*, cementing Bajor's connection to the station.

FILE 38 THE BORG FLEET

Transwarp Coil

Transwarp technology allows Borg vessels to travel from one side of the Galaxy to the other virtually instantaneously. For the crew of the *U.S.S. Voyager NCC-74656*, such a device could be their ticket home to the Alpha Quadrant.

The Borg's continual quest to assimilate life forms is aided tremendously by their use of **transwarp** technology, which allows their vessels to travel huge distances much more quickly than those powered by standard warp propulsion systems. In an attempt to dramatically shorten their journey time from the **Delta Quadrant** to the **Alpha Quadrant**, the crew of the **Federation** starship *U.S.S. Voyager NCC-74656* develop their own form of transwarp technology in 2372, but the side effects of traveling at such high velocities causes pilot **Tom Paris** to undergo dramatic genetic mutation. These effects can be reversed, but the potential for devastating emotional and physical damage precludes the adaptation of *Voyager's* main drive to transwarp. Borg **transwarp conduits** do not produce the same effect, however, so when a crippled **Borg scout ship** is discovered by *Voyager* in 2375, the crew attempt to steal a **transwarp coil** for use on the **Intrepid-class Starfleet** vessel. **Captain Kathryn Janeway** names the mission '**Operation Fort Knox**.'

On the attack

Voyager successfully attacks the *Borg scout ship*. Most of the *scout ship's* hull breaks up, creating a considerable amount of wreckage and debris, but some useful Borg technology still survives, including a transwarp coil. An attempt is made to remodulate the coil frequency in order to activate it, but its field regulator is badly fused. Borg vessels self-destruct all of their vital technology when critically damaged, including their advanced propulsion system, so the salvage and repair of the unit ultimately proves to be impossible. **Chief Engineer B'Elanna Torres** believes that a fully operational unit could well be successfully integrated with **Starfleet** technology, however, and the crew decide to try and acquire one from another vessel. As a single transwarp coil would take 20 years off *Voyager's* journey, the plan to steal a functional unit is rehearsed down to the last millisecond.

Borg vessels are equipped with multiple transwarp coils, a redundant back-up design which allows **Borg cubes**, **Borg spheres**, and **Borg scout ships** to maintain transwarp capability even if one unit is damaged or stolen. *Voyager's* crew target a *scout ship* traveling at low warp due to heavy damage sustained during an ion storm; nevertheless, the vessel's

shields are strong enough to block the Starfleet away team's transportation without its shielding being lowered. Borg shields may be temporarily disrupted through the destruction of the primary shield generator, allowing the transwarp coil to be beamed off the Borg vessel and onto *Voyager* with the aid of a pattern enhancer adjacent to the unit, although the regenerative capabilities of the Borg ship means that the shields will only be down for a few minutes.

The transwarp coil sits in its own dedicated assembly within a protective circular alcove off one of the main **Borg drone** access corridors. Heavy shielding around the transwarp assembly prevents direct transportation into the alcove, giving the area extra protection and security. The coil is further protected by a large circular column which completely surrounds it under normal operating conditions.

Powerful but compact

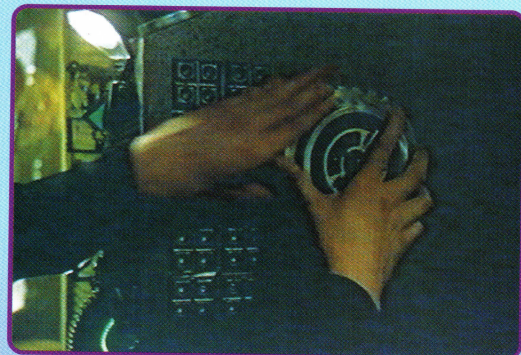
The transwarp coil housing is a large circular platform, around one meter in height and approximately one-and-a-half meters in diameter. A series of touch-sensitive controls are located on the outside of this housing; manipulation of these Borg-styled systems activates the column, which partially retracts directly above the exposed transwarp coil via a smooth ratchet system. Set into the column's interior is a bright, diffuse white light which casts a beam onto the transwarp coil assembly housing, aiding any adjustments or modifications that need to be made to the system. Constructed out of a gray alloy, the inner circumference of the housing slopes downward; it has a series of narrow control interfaces integrated into the surface of the lip, which is around 15 centimetres deep.

Positioned in the center of the transwarp housing is a raised circular platform which forms an enclosing collar around the actual coil assembly. The protective column completely surrounds this platform and fits flush with the floor of the housing, sealing off the coil assembly from its external controls. Seated at the bottom of the collar within the raised circular platform is the transwarp coil itself, which is located in the middle of the entire housing.

The assembly consists of a larger outer and smaller inner ring, covered by a series of tightly wound strips of a copper-colored alloy which protect the inner core of the coil. This inner circular element sits at the bottom of the central collar, and is connected to the larger outer



▲ The crew of the *U.S.S. VOYAGER NCC-74656* procure an inoperable transwarp coil by detonating a photon torpedo in a Borg ship.

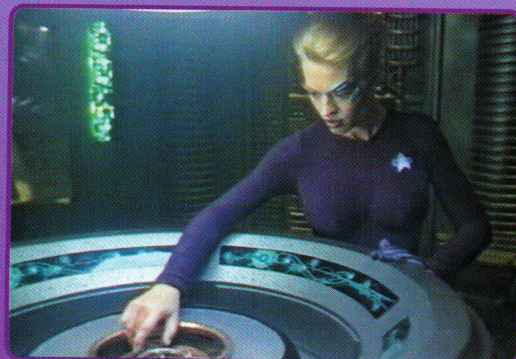


▲ Lt. Commander Tuvok and Ensign Kim attach spatial charges to the **BORG SPHERE** so that the coil can be transported off the ship.

element by a number of arms. The circular outer element appears to be directly connected to the inside of the central circular platform, as the transwarp coil cannot be removed during beam out without this outer housing.

Activation of the transwarp assembly is signified by a series of illuminated green diodes on the inside of the circular platform's collar, which light up in series around the collar that rests directly above the outer element of the transwarp coil. A series of touch-sensitive controls on the inner element deactivates the transwarp coil, extinguishing the green diodes and allowing the unit to be removed.

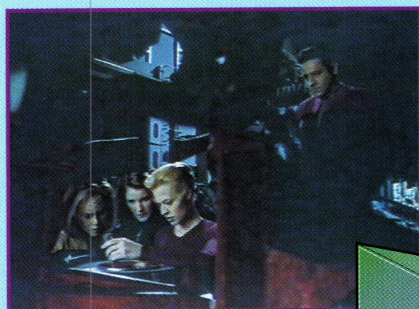
The stolen coil is successfully fitted to both the **Delta Flyer** shuttle and *Voyager*, with only easily controlled minor power fluctuations. A minimum of 30 **teradynes** of energy are needed to prolong transwarp travel using the Borg coil, allowing *Voyager* to travel 20000 light years before the device is exhausted. This daring exploit takes the Starfleet crew some 15 years closer to home.



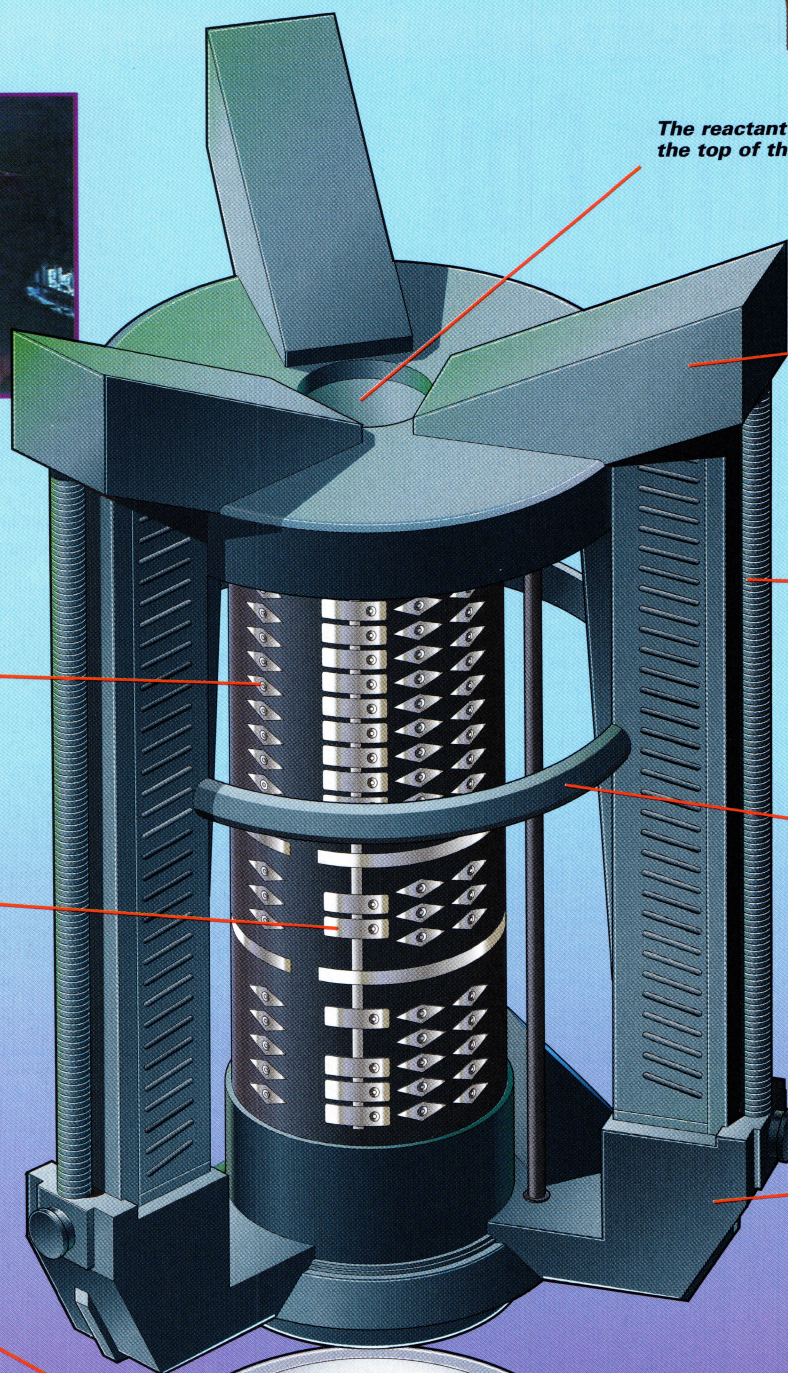
▲ There is enough room around the transwarp coil assembly to allow a number of drones to work on it at the same time.



Transwarp Coil



▲ The crew of the U.S.S. VOYAGER NCC-74656 discover that Borg technology, including transwarp coils, self-destructs when Borg ships are fatally damaged.



The reactant inlet port is situated at the top of the Transwarp Coil assembly.

Three upper support pylons are positioned around the Transwarp Coil

Polarizing field generators are located in a vertical orientation on the upper assembly.

An annular field guide runs around the circumference of the unit.

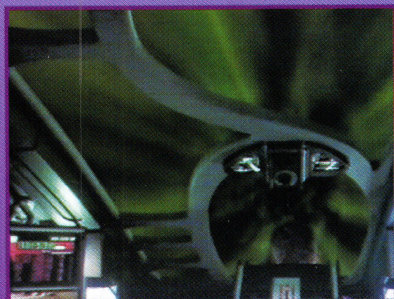
The lower power couplings are located at the bottom of the upper assembly unit.

The inner plasma waveguides run vertically down the unit.

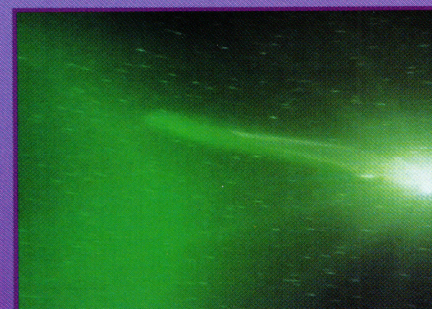
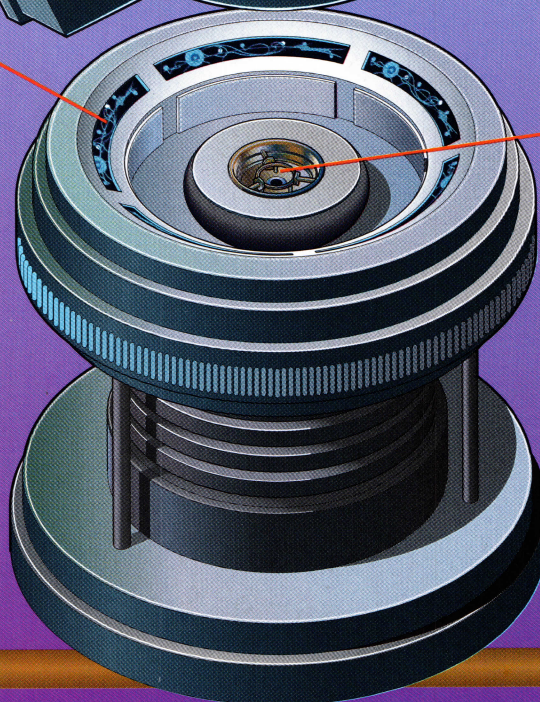
Field frequency attenuators are positioned on the inner section of the upper unit.

The outer edge of the lower unit houses the regenerative plasma exhausts.

A plasma inlet port is positioned centrally in the lower pedestal unit.



▲ The DELTA FLYER uses a transwarp coil in 2375. When the ship flies at transwarp speeds, it appears to be traveling in a swirling tunnel of energy.



▲ When a Borg vessel utilizing transwarp drive accelerates to transwarp velocity, it appears as a streak of green light tearing through space.

Freighters of the Four Quadrants

The transportation of cargo, medical supplies, and personnel remains a vital operation for races throughout the four quadrants of the Galaxy.

An impressive range of sturdy freighters carry out this task.

The development of space travel in the **Alpha**, **Beta**, **Gamma**, and **Delta** quadrants has contributed greatly to the continual process of exploration by many races. It has also aided the formation of mutually beneficial alliances between groups, and in some cases even the militaristic expansion of cultures. Once contact has been established between worlds, and diplomatic matters resolved, commercial trade often underpins the long-term relationship between races. As such, the importance of vessels specifically adapted to transport consumables and manufactured goods should not be underestimated. Many citizens of the **United Federation of Planets** may imagine all space travel to involve **Starfleet's** exciting scientific endeavor or the thrill of fighting to maintain the safety of member worlds, but the reality also involves a myriad of independent and corporate freighters plying their vitally important trade across the Galaxy.

Commercial freighters vary hugely in design, according to their world of origin and specific purpose, but all planets capable of even the most rudimentary forms of Galactic travel have some form of craft capable of ferrying cargo from one world to another. The majority of freighters have to cope with both atmospheric conditions and the vacuum of space, as many depots are located on the surface of planets, such as **Beltane IX** in the Alpha Quadrant, which serves as a center for commercial shipping. Docking collars and mechanisms often have to be fitted to allow vessels to moor alongside a wide variety of orbital space stations; examples would include **Starfleet's Deep Space Nine** facility close to **Bajor**, and **Deep Space Station K-7**, near **Sherman's Planet**.

Earth freighters

Prior to the creation of **Starfleet**, Earth produces a number of cargo craft capable of sustained sublight travel under fully automated control. The **DY-100**-class is first developed in the 1990's; one ship in this series, the **S.S. Botany Bay**, is modified to carry **Khan Noonien Singh** and his cryogenically frozen followers, and is later discovered by the crew of the **U.S.S. Enterprise NCC-1701** in 2267. The **S.S. Woden**, a further example of the **DY-100**-class, is destroyed by the **M-5 multitronic unit** experimental computer during a **Starfleet** battle simulation.

The nature of space commerce often makes

the condition and overall maintenance of freighters a low priority, as the costs incurred in ship repair can prove to be too high for independent traders. In contrast, **Starfleet** has its own dedicated classes of freighter. The **Daedalus** class, for example, features such vessels as the **U.S.S. Essex NCC-173**, which operates at the same time as the original **Constitution**-class **Enterprise**, while the later **Deneva**-class is represented by the **U.S.S. Arcos NCC-6237**, and the **Mediterranean**-class by the **U.S.S. Wyoming NCC-43730**. **Starfleet's** huge resources allow these vessels to have their propulsion, navigation, and computer systems constantly upgraded, a luxury few independently-owned vessels can afford.

Life on **Starfleet** freighters can still have its own very real hazards. The **Arcos**, for example, suffers a warp containment breach in 2367, and the **U.S.S. Lalo NCC-43837** is lost to the **Borg** in 2366, near **Zeta Alpha II**.

Other freighters of the Alpha Quadrant

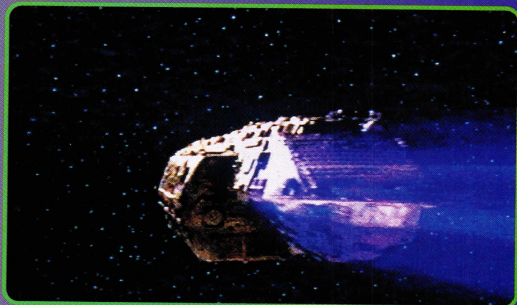
On some occasions the actual cargo can be dangerous; in 2367, a freighter of unknown origin brings unstable nuclear waste products close to **Gamelan V**, threatening the planet and its entire population.

Freighters often operate under very difficult and hazardous conditions, and frequently find themselves caught up in interstellar wars, or conflict over boundaries and sovereignty. Freighters rarely carry significant armament or shields, although **Gul Dukat's** brief demotion to the **Cardassian** military freighter **Groumall** in 2372 illustrates how a resourceful captain can turn even the most fragile warp capable vessel into an effective weapon. When **Dukat** equips the **Groumall's** cargo hold with a disruptor system from the planet **Korma**, he is able to capture a **Klingon Bird-of-Prey**, although this is a rather exceptional use of a freighter. A far more likely state of affairs for a commercial ship caught up in a dispute is presented in **Starfleet's Kobayashi Maru** leadership training scenario, wherein a freighter is damaged by a gravitic mine close to the **Klingon Neutral Zone**.

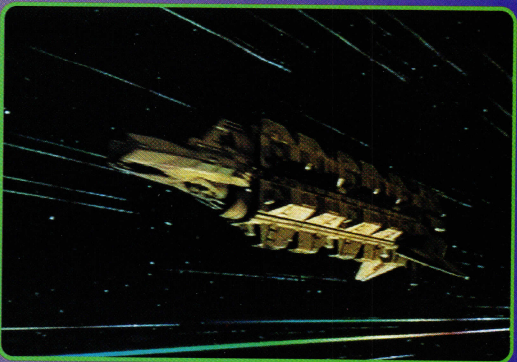
During the **Maquis** conflict of 2370, the **Calondon**, a freighter of **Kressari** design and registration, transfers **Cardassian**-supplied weapons to the **Circle**, in a bid to destabilize the new **Bajoran** government. Later in 2370, a **Juhrayan freighter** is attacked by **Cardassian** colonists near the **Demilitarized Zone** in response to **Maquis** activity, while **Cardassian** freighters allegedly carrying **golside ore** are



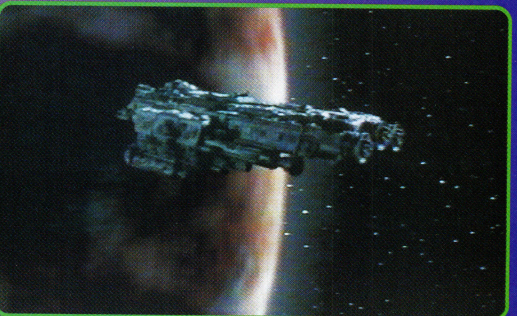
▲ The **XHOSA** is an **ANTARES**-class cargo vessel, commanded by **Captain Kasidy Yates** and operating out of the **Bajor** sector.



▲ The radioactive freighter that drifts near to **Gamelan V** is towed away by the **U.S.S. ENTERPRISE NCC-1701-D**.

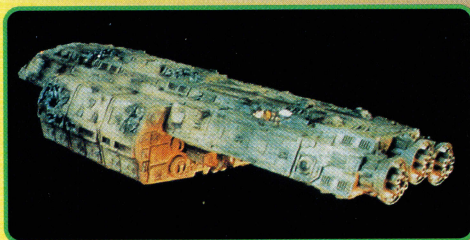


▲ The **Cardassian** freighter **GROUMALL** features modular cargo holds situated along its entire length.



▲ **Ornanan** society makes use of freighters such as the **SANCTION** to deliver supplies of the narcotic **felicium**.

Freighters of the Four Quadrants



▲ The ANTARES-class BATRIS is hijacked by renegade Klingons in 2364. The vessel is destroyed when it loses structural integrity.

found to be supplying illegal weapons to Cardassian colonies. A **Bolian freighter** – a common sight around the entrance to the **Bajoran wormhole** – also has its shipment of **photon launchers** stolen by Maquis raiders. On some occasions, military ships will even falsify their registrations so that they appear to be freighters; the Maquis, for example, appropriate the appearance of the **Galador freighters** that routinely travel between **Galador II** and **Farius Prime**.

New opportunities

The stable Gamma Quadrant wormhole leads to huge commercial traffic around *Deep Space Nine*. **Galipotan freighters**, **Klingon** vessels, **Andorian**, **Kobheerian**, **Subytt**, **Talavian**, **Tholian**, **Trabalian**, and **Tygarian** ships regularly use the station as a dropping-off point, or dock for supplies. On some occasions passengers will pay to travel on freighters, such as the Cardassian **Aamin Marritza**, who buys passage to *Deep Space Nine*, where he intends to seek medical care, aboard the Kobheerian vessel **Rak-Minunis** in 2369. **Kasidy Yates**'s ship the **Xhosa** has a semi-permanent home at *Deep Space Nine*, although she has also piloted freighters of **Petarian** registry.

One common spacecraft design widely used in the Alpha Quadrant is the sublight **Antares-class**, utilized by **Corvallens** and **Talarians**, among others. The Talarian registered **Batris** is hijacked by renegade Klingons in 2364 and, unusually, is equipped with obsolete **Merculite rockets**. Delta Quadrant vessels include **Mislen transports** and **Akritirian freighters** which use an ion-based propulsion system fuelled by **paralithium**. Overall configuration may vary on ships from the four quadrants, but the mission remains the same – supply of commercial products, regardless of the dangers involved.



▲ The Malon use freighters with a modular design to transport vast amounts of toxic waste away from their Delta Quadrant homeworld.

COMPREHENSIVE GUIDE TO FREIGHTERS

Alpha, Beta & Gamma Quadrant Freighters

RACE AND OR SHIP NAME	TYPICAL CARGO
Andorian	Antigrav boosters
Arcos, NCC-6237, U.S.S.	Starfleet supplies
Bajoran (commanded by Captain Razka)	Scrap
Bajoran Transport	Various
Barolian	Various
Bolian	Photon launchers
Boslic	Various
Cardassian – Bok'Nor	Golside ore
Cardassian – Groumall	Military
Carolina, NCC-160, U.S.S.	Starfleet supplies
Corvallen (Antares Class)	Various
Coverian	Various
Dierdre, S.S.	Various
Ferengi	Various
Galador	Various
Galipotan	Clothing
Juhrayan	Various
Kalavian (commanded by Captain Levara)	Unknown
Klingon	Various
Kobheerian – Rak-Minunis	Various
Kobyashi Maru	Unknown
Koralin	Unknown
Kovarian	Unknown
Kressari – Calondon	Cardassian supplied weapons
Lalo, NCC-43837, U.S.S.	Starfleet supplies
Maquis (various designs)	Smuggling medical/ weapons/supplies
Norkova	Deuridium
Odin, NGL-12535, S.S.	Various civilian
Ornaran	Felicism
Petarian	Various
Rigelian	Various
Romulan	Various
Subytt	Isolinear rods
Suffite	Unknown
Talarian – Batris (Antares Class)	Various
Talavian	Various
Tellerite	Various
Terellian	Various cargo
Tholian	Various perishable goods
Tygarian – Nanut	Various
Unknown (commanded by Captain Jaheel)	Perishable Tamen Sahsheer
Vergillian	Unknown
Vulcan	Various
Woden, S.S.	Various civilian
Xepolite (commanded by Captain Drofo Awa)	Weapons
Xhosa (commanded by Captain Kasidy Yates)	Various
Yridian	Magnesite Ore

Delta Quadrant Freighters

RACE AND OR SHIP NAME	TYPICAL CARGO
Akritirian (commanded by Captain Vel)	Various
Brenari	Various
Kartellan	Unknown
Malon	Toxic waste products
Mislen	Unknown
Talaxian	Various
Trabalian	Various

Worf and the Klingon Empire: Part 2

Lt. Commander Worf's dedication to *Starfleet* proves to be of immense help to the Federation when a Klingon garrison is stationed on *Deep Space Nine* during the Dominion war. Worf is the perfect officer to liaise with these proud warriors.

Worf's Klingon heritage has influenced and informed every part of his life since childhood, and yet his path has not been an easy one. The help he gives **Klingon High Chancellor Gowron** during the early 2360's does not ensure that their subsequent relationship is always a smooth one, and the **Duras** family also continues to plague him throughout the later years of that decade.

In 2370, Worf and his young son **Alexander Rozhenko** attend a **Kot'baval Festival** at a Klingon outpost colony. During the celebrations they are attacked, and it is only the timely intervention of another warrior, **K'mtar**, that saves them from death. K'mtar blames the attack on the Duras sisters, but it transpires that he set up the attack; he is in fact a

future version of Alexander, who has come back in time to prevent a chain of events that lead to Worf's murder on the floor of the **Klingon High Council chamber**. In this future, Worf eschewed the warrior ethos of his people, although he took a dim view of Alexander's decision to become solely a proponent of peace. It would seem that Worf's true future in the empire lies along a different path.

Old adversaries

In reality, Worf crosses paths with the Duras sisters, **Lursa** and **B'Etor**, on **Stardate 48632**, when the **U.S.S. Enterprise NCC-1701-D** investigates an attack on the **Amargosa Observatory**. Worf and his colleagues uncover part of a plot by the sisters to use a **trilithium** explosive, developed by the **El-Aurian** scientist **Dr. Tolian Soran**, as a weapon against the forces of the empire and

PROFILE OF A KLINGON WARRIOR

2370: Worf learns of an alternate future in which he is murdered by political enemies.

2372: After a brief sojourn at the Klingon monastery on **Boreth**, Worf is stationed on *Deep Space Nine*.

2375: At the end of the Dominion war, Worf is appointed Federation Ambassador to **Go'noS**.

LAST SEEN: 'What You Leave Behind' [DS9]

Gowron. Lursa and B'Etor's attempts to destroy the *Enterprise* lead to its crashlanding on the planet **Veridian III**, although the sisters are killed when their ship is also destroyed.

After the events on **Veridian III**, Worf returns to the monastery on **Boreth** he had previously visited

two years earlier, until he accepts a new posting to space station **Deep Space Nine** in 2372. Despite further attempts to get in touch with his Klingon heritage, Worf once again finds himself at odds with the will of the empire and the harsh demands of Chancellor Gowron.

The Klingon ruler, unknowingly influenced by agents of the **Dominion**, declares war on the **Cardassian Union**, but

Worf refuses to endorse Gowron's plan for invasion. His defiance sees his status within the empire shattered once more. His family line is ejected from the High Council, all of his brother's properties and titles are confiscated, and history repeats itself as Worf is again made an outsider among his own people. Worf is forced to suffer further indignities when the High Council attempts to have him convicted of



▲ After four years' service on station **DEEP SPACE NINE**, Worf takes up a new position as Federation ambassador to the Klingon homeworld in late 2375.

KLINGON OUTSIDER

★ Quality time

Worf does not want his son, **Alexander**, to share his sense of estrangement from the Klingon Empire. Together, they visit **Maranga IV** for a **Kot'baval Festival** in 2370.



★ Klingon ceremony

Worf makes sure that his wedding to **Jadzia Dax** faithfully observes Klingon customs and traditions. The couple marry on station **DEEP SPACE NINE** in 2374.



★ House of Martok

Worf forms a particularly close bond with the esteemed Klingon warrior **General Martok**. Worf and Alexander are both invited to become members of the **House of Martok**.



Worf and the Klingon Empire: Part 2



★ Challenge

An angry Worf and Chancellor Gowron fight a bat'leth duel to the death.



★ Face off

Martok refuses to openly challenge Gowron's ill-advised tactical decisions. Worf is not so cautious.

war crimes – namely the massacre of Klingon civilians – by faking evidence that he attacked and destroyed an unarmed non-military freighter. Worf's unravelling of the plot leads to his exoneration, but his restoration to a place of honor in Klingon society does not come until the beginning of the war with the Dominion.

Worf's assignment as *Deep Space Nine's* tactical officer during the Dominion conflict brings him under the command of **General Martok**, frequently placing him on duty on board Martok's *Klingon Bird-of-Prey*, the *I.K.S. Rotarran*. As Martok's second-in-command, Worf more than proves himself to the seasoned elder officer; his deeds in war, and Martok's influence as a decorated officer, ensures that his defiance over the Cardassian invasion is at last forgotten. Worf is once again able to reclaim his heritage when Martok adopts him into his own House, and the general's wise counsel also helps Worf to close the rift that has developed between himself and his son

Alexander. Worf's connection to his culture and people renewed, he proposes marriage to his fellow officer **Jadzia Dax** in 2374. On **Stardate 51247**, in a full Klingon ceremony held on *Deep Space Nine*, the couple are joined in honorable matrimony, just as tradition dictates.

Happy state

At this point in his life, Worf seems to have much of what any Klingon male might desire: a wife he loves, reconciliation with his son, a return to grace in the empire, and glory to be taken in combat with an implacable enemy – but tragedy strikes only a few months after his wedding, when Jadzia is murdered. Intent on ensuring her entry into the Klingon afterlife, **Sto-Vo-Kor**, Worf and Martok lead a mission to destroy a heavily-guarded Dominion shipyard in honor of his dead **par'machkai**.

The success of the mission has unexpected consequences for Worf and the general, as it appears that Gowron is growing ever more jealous of Martok's heroic exploits. When Chancellor Gowron reveals his intent to push



★ Good fighter

Gowron puts up a brave and spirited defense.

more and more of Martok's forces into suicidal attack on Dominion targets, Worf realizes that Gowron's tactics are more dedicated to winning him increased political influence in the empire than to ending the conflict. In 2375, Worf attempts to make Gowron reevaluate his plans for the Klingon fleets during a summit meeting on *Deep Space Nine*, but the High Chancellor ignores his warnings. Worf is eventually forced to take a fateful decision, challenging Gowron's rule of the empire

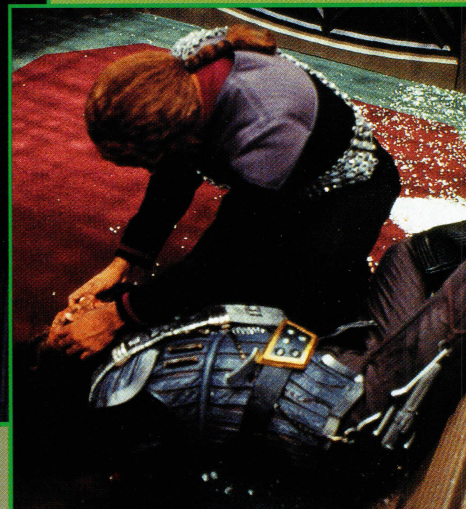
and accusing him of risking the future of the Klingon people for his own advantage. In the traditional manner, both men fight a **bat'leth** duel, with Worf ultimately emerging as the victor.

New position, new path

Worf's defeat of Gowron grants him the position of High Chancellor by right of arms and honor, but instead of accepting the high office, he singles out a more worthy successor in Martok, a trustworthy warrior who will lead the

★ Final victory

Worf kills Gowron, but shows his respect by opening the chancellor's eyes and making the traditional death chant over the corpse.



empire and lead it well. Together, Worf and Martok go on to command elements of the combined fleet that ends the **Dominion war** over Cardassia. The new chancellor then orders that Worf take up a different posting, serving as **Federation** ambassador to the Klingon Empire. In the aftermath of the war, it is a position that affords Worf the honor and reverence that he deserves. He is a proud Klingon warrior, one who has given his oath and his blood to his nation.

FAREWELL TO DEEP SPACE NINE

Serving the Klingon Empire

Worf's defeat of High Chancellor Gowron gives him the right to claim the highest position in the Klingon Empire as his own, but he defers the chancellorship to his good friend General Martok. Martok in turn rewards Worf by appointing him Federation Ambassador to Qo'noS. At first, Worf argues that he is not a diplomat, but Martok counters that he is not a politician; sometimes, fate plays cruel tricks. Worf's friends appear to agree with Martok: Ezri playfully accuses Worf of turning his back on the chancellor if he refuses the invitation, and Captain Sisko also tries to persuade him to accept the post. Martok does nothing to hide his pleasure at "an ambassador who will go targ hunting with me."

Worf's last act before he leaves *Deep Space Nine* is to present his bat'leth to Ezri Dax as a parting gift.

▶ Farewell

In the morning, the old friends will go their separate ways. They toast one another to the song 'The Way You Look Tonight.'



▲ Last night at Vic's
Worf and the *DEEP SPACE NINE* crew celebrate the end of the Dominion war in the *Vic Fontaine* hologram.



"Come Worf — Qo'noS needs you."

— Chancellor Martok to Worf

FILE 44 NON-STARFLEET HUMANS

Groundskeeper Boothby

Making the acquaintance of **Boothby** is as much a tradition at **Starfleet Academy** as practical joking or the annual **Sadie Hawkins** dance. The grizzled groundskeeper has spent more than half a century looking after the **Starfleet** cadets in his own inimitable way.

For many freshman students, the first port of call when they arrive at **Starfleet Academy** is a man named **Boothby**. Popular wisdom has it that the head groundskeeper of the academy's San Francisco campus has been there forever – in fact, he has spent more than half his life tending the extensive gardens. In that time, he has become a confidant, friend, and mentor to countless students.

Age-old appearance

Boothby is most often found on his hands and knees, planting flowers or weeding. He wears an old gray shirt and brown overalls, adding a brown jacket and sometimes a hat when the weather demands it.

The evergreen gardener takes an equally practical approach to his work. He

pulls weeds with his bare hands, likening the use of herbicide to exploring space in a **holodeck** rather than aboard a starship. He dispenses crusty advice to those who offer to help, such as not planting flowers too deep because the stems will rot.

Boothby is intensely proud of his grounds, and the student body is full of aggravations on that count. He scolds cadets who trample his flower beds and huffily sets to work on their repair, ruing the fact that he sometimes has to replant a flower bed four times in one week. He once caught a certain **Jean-Luc Picard** carving the initials of a current girlfriend into his prize elm tree.

On a somewhat larger scale, it took **Boothby** three weeks to repair the grounds after the celebrations following the unexpected **Starfleet Academy** victory over **Minsk** in a **parrises**

PROFILE ON BOOTHBY

NAME: Boothby

LIFE FORM: Human male

OCCUPATION: Groundskeeper at **Starfleet Academy**

PLANET OF ORIGIN: Earth

FIRST APPOINTED: prior to 2334

REMARKS: Versions of **Boothby** appear in a **holodeck** boxing program and a **Species 8472** training simulation.

STARSHIP LOG: 'The First Duty' [TNG]

▶ **Boothby is a welcome sight around the **Starfleet Academy** campus. He has views and comments on most topics.**



squares match in 2324. He also has some serious work ahead of him when the cadets of 2368 celebrate the **Nova Squadron** win in the **Rigel Cup**.

Father figure

Troublesome though they are, **Boothby** is a good friend to the cadets that pass through year after year. He has spent enough time around young people to understand the way they think, and believes that

everyone is entitled to make a mistake.

He is evidently fond of his 'charges', and it plainly wounds him when any cadet is tragically killed. He conceals his affection beneath a brusque exterior, however. He knows he has a crusty image and revels in it, but he has been known to let the mask slip and give a female cadet or two some roses for their quarters.

Boothby has his finger on the pulse of what happens

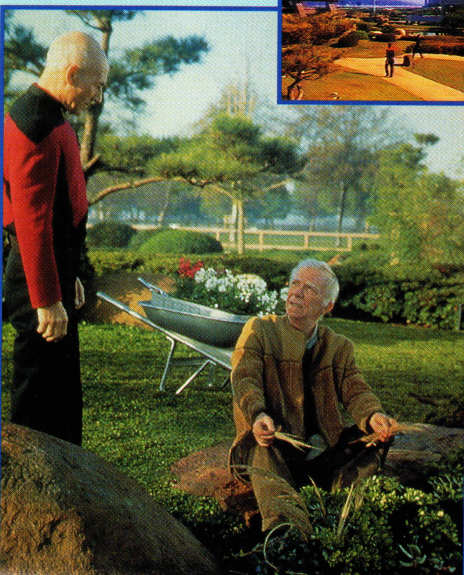
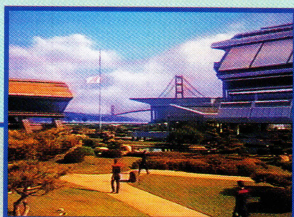
among the cadets, and **Starfleet** officers of high standing have been known to approach him in the hope of gaining some insight. During the investigation into an accident involving the elite **Nova Squadron** in 2368, **Boothby** demonstrates his perceptive nature by relating that the squadron members are viewed as gods by their fellow cadets.

He also draws attention to the team's allegiance to

WORDS OF WISDOM

★ Beautiful

Boothby maintains the lush grounds of **Starfleet Academy.**



★ Old friend

Captain Picard seeks out Boothby when he visits the academy.

★ Wise counsel

Boothby still has words of advice for Jean-Luc Picard in 2368.

★ Perceptive

In 2368, Boothby imparts his suspicion that Nick Locarno is forcing Delta Squad into covering up the death of Joshua Albert.



OTHER CARDS IN THIS FILE...

8 PROFESSOR RICHARD GALEN

SEE OTHER FILES...

OTHER GROUPS & RACES...File 18

STARFLEET PERSONNELFile 43

STAR TREK: THE

NEXT GENERATIONFile 69

STAR TREK: VOYAGERFile 71

Groundskeeper Boothby



★ Holo-trainer

Commander Chakotay of the U.S.S. VOYAGER uses a holographic Boothby to train him in a holodeck boxing simulation.

their leader, **Nick Locarno**, dubbing him their coach, surrogate father, and best friend in one. He believes the members of the team love Locarno and will do whatever he asks of them, even if that means forcing them into covering up the truth of recent events.

Problem solver

The groundskeeper's down-to-earth wisdom and gruff brand of empathy make him a rock to those with problems. The cadets do not seek him out, and he would never position himself as a friendly ear – the fact that he is there, and apparently always has been, is enough. It is easy to believe that half the captains in Starfleet, among them Picard, **Richardson**, and **Lopez**, would not be where they are without Boothby.

For their part, the cadets do not always thank Boothby for his help. Some mistake his stern demeanor for that of a mean-spirited and cranky old man, or find the fact that he has an opinion on everything irritating. Many only come to realize the value of his advice years later.

Picard did not speak to Boothby for months following an incident during his academy years that almost cost him his graduation and future career – but the groundskeeper knew this was because the young man needed to get his bearings. Four decades on, the captain of the **U.S.S. Enterprise NCC-1701-D** thinks of Boothby as one of the wisest men he ever knew, and is moved to try and thank him for all he did.

As ever, Boothby shrugs off any displays of emotion or attempts at expressing gratitude, taking it as thanks enough when cadets go on

to have a long and fruitful career. This way he knows that he did some good, and he follows their careers with interest. He typically downplays his involvement in Picard's case, saying that the future captain did what he had to do – Boothby just made sure the cadet listened to himself.

Past recollection

Boothby has an incredible memory for detail. From more than 50 years previously, he remembers a wrestling match in which the young Picard caught a **Ligonian** with a reverse body lift and pinned him in the first 14 seconds. It was the only thing Picard ever did that surprised him.

The groundskeeper's love of sport stretches to boxing. He trains cadets in the art of fighting, offering advice, condemnation, and constant encouragement from the side of the ring. He was once a boxer himself, and boasts of the fractured bones that have given him knowledge of his opponent. Boothby believes that boxing is more about taking the shots than dancing away from them, testing whether the



★ Guidance

The holographic Boothby dispenses words of encouragement when Chakotay fights Kid Chaos.

boxer has the courage to get badly hurt.

Such is Boothby's renown that he even features in a standard **holodeck** boxing program in the **U.S.S. Voyager NCC-74656** database. **Commander Chakotay** regularly uses this program in his spare time, leading to a species from **chaotic space** using the holographic Boothby as a means to communicate with the starship in 2375.

Back on Earth, the real Boothby still tends the grounds at Starfleet Academy, takes select new cadets on a grand tour each year, and provides an ear when necessary. The tradition goes on.

★ Impostor

Species 8472's recreation of Starfleet Academy features an exact replica of Boothby.

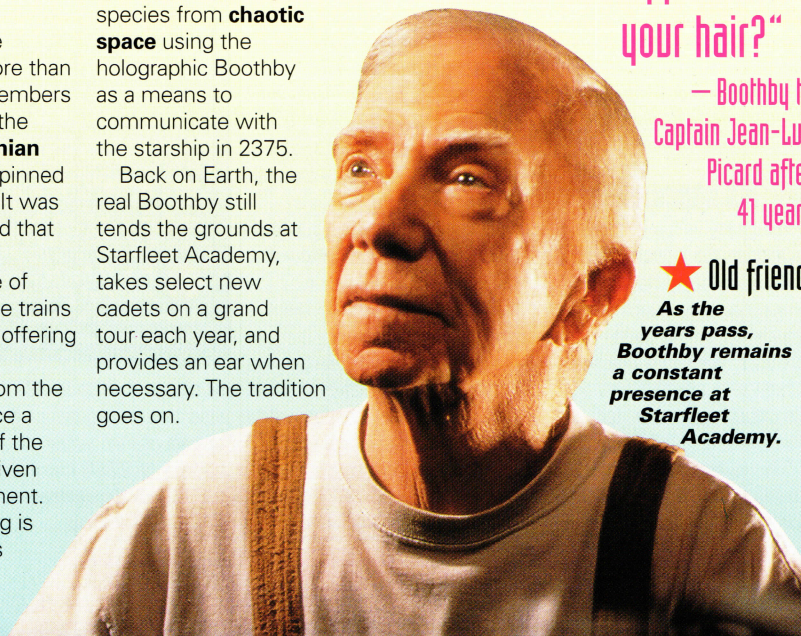


"What happened to your hair?"

— Boothby to Captain Jean-Luc Picard after 41 years

★ Old friend

As the years pass, Boothby remains a constant presence at Starfleet Academy.



ALIEN ACADEMY

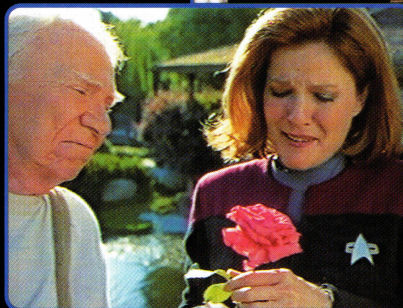
Boothby 8472

In 2375, Boothby is one of the identities assumed by members of **Species 8472** when they create a **Delta Quadrant** facsimile of Starfleet Academy to prepare for an anticipated attack by the Federation. The leader of **Terrasphere 8** assumes Boothby's form via isomorphic transformation, perhaps because of the groundskeeper's capacity to credibly move around the grounds, freely observing. The alien makes a very convincing Boothby, perfecting the original's familiarity with gardening, his habitual dispensing of advice, and even references to such things as **targ manure**, and a description of the **ex-Borg Seven of Nine** as "all gussied up" as human.



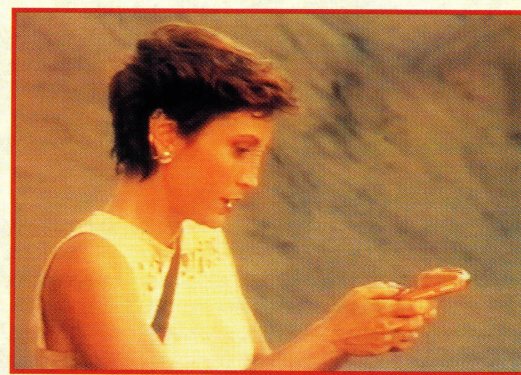
▲ **The Boothby facsimile is one of the masterminds behind Species 8472's Starfleet Academy TERRASPHERE 8.**


◀ **Captain Janeway and the Species 8472 Boothby succeed in negotiating a peace between their two differing cultures.**



Bajoran Tricorder

The **Bajoran tricorder** is a palm-sized package loaded with sensors, miniature processors, data recorders, and a communications array. This device is similar in style and function to **Starfleet's** indispensable handheld probe, but boasts a unique appearance, set of features, and technology.



 The **Bajoran tricorder** is a relatively small device. It can relay information about an intended object when aimed in its direction.

The major functional differences between **Bajoran** and **Starfleet tricorders** are partially the result of two pivotal design decisions influenced by who would be using the Bajoran tricorder, and where. Unlike the **Starfleet** model, the **Bajoran tricorder** is not intended to be an explorer's instrument, or a first line of defense against the unknown. It is created for use in **Class-M** type environments – such as **Bajor**, **Earth**, and station **Deep Space Nine**. This decision alone simplifies fabrication, reduces the number of sensors needed, and shrinks the size of the built-in data catalogues.

Secondly, these tricorders are tools for ordinary people rather than specialists. On **Deep Space Nine**, for example, the largest contingent of users are security personnel. To accommodate Bajorans without scientific backgrounds, the number of options, features, and displays is reduced to match results in usability tests for these individuals. Keeping these two factors in mind, the **Bajoran tricorder** model becomes a far simpler device than its **Starfleet** cousin.

Rugged

On the other hand, the device will see more day-to-day usage, and therefore needs to be extremely durable. The **Bajoran tricorder's** outer shell is made of molded **toranium tetraborate**; its color is a typical Bajoran orange, with darker accents. At just 15.23 by 8.28 by 5.33 centimeters, and weighing 282.1 grams, the tricorder is approximately 20 percent smaller than **Starfleet** models. It is a solid unit, and is not hinged, unlike most models used by **Starfleet**.

The **Bajoran tricorder's** control and display interface – the part of the tricorder where the user enters commands and is shown results –

is divided into three basic sections. The primary control level is the largest surface area of the control and display interface; it covers two-thirds of the unit's exterior length. Virtually all of the tricorder's functions are accessed via the thumbpad and 13 hard-wired control buttons installed on this control level.

Display screen

The primary control level is terminated by a small 1.10 by 6.79 centimeter **nanopixel matrix display screen** that rises vertically from the tricorder. The screen provides feedback in regards to any data collected, readiness, status, and results of command functions. Sections of the display's readout screen are sensitized so that a simple touch, by finger or stylus, activates quick-access options.

The final third of the tricorder extends forward from the top of the display screen and houses all of the tricorder's 154 sensors – less than half of the total sensors used in **Starfleet** tricorders. The sensory processors are embedded on modular cards that can be easily swapped for repair or upgrade.

Sensor arrays

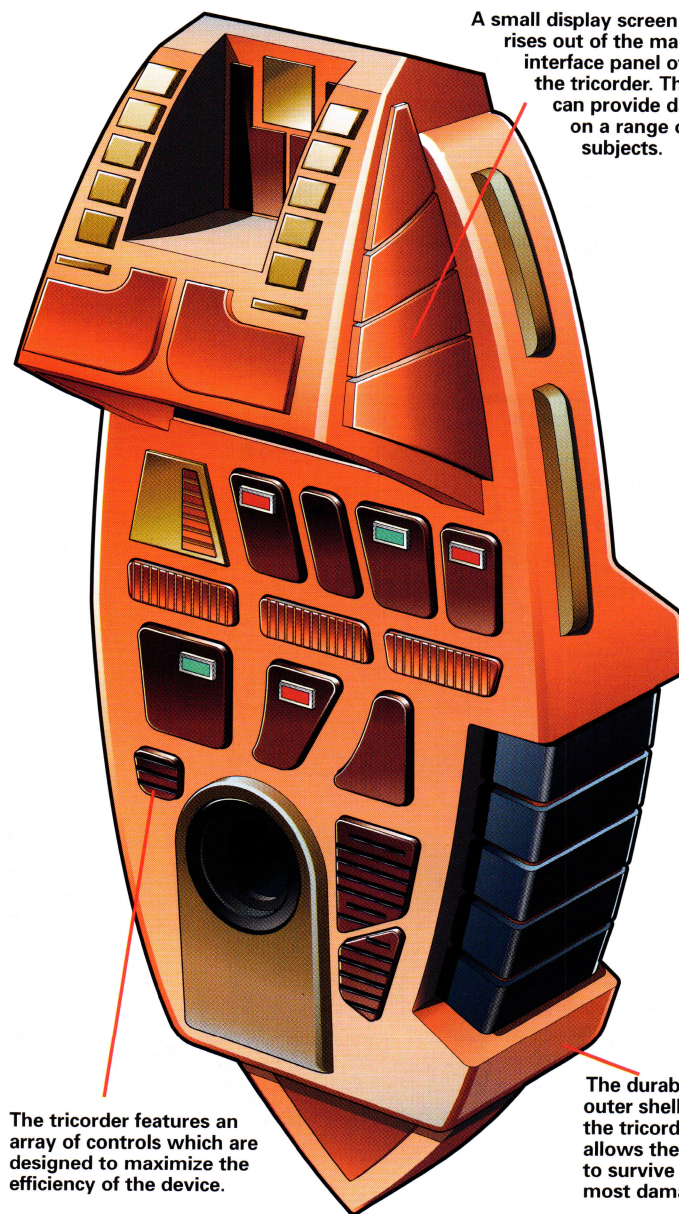
The 90 sensors in the tricorder are set in a fixed-forward position, and are tasked with a specific range of focus at approximately three minutes of arc. This means that the tricorder must be pointed directly at an object to collect detailed data about it.

The tricorder is also equipped with 49 omnidirectional and six lateral sensors. The user often relies on these sensors to find phenomena that are not visible to the eye. Once located, the forward-focused detail sensors can go to work.

The typical applications for **Bajoran tricorders** are likely to be

BAJORAN TRICORDER

Construction Despite its compact dimensions, the **Bajoran tricorder** is a sturdily constructed piece of equipment that is designed to remain in operation during the most difficult of circumstances. It features all of the necessary systems for most of the **Bajoran Militia's** day-to-day operational requirements.



A small display screen rises out of the main interface panel of the tricorder. This can provide data on a range of subjects.

The tricorder features an array of controls which are designed to maximize the efficiency of the device.

The durable outer shell of the tricorder allows the unit to survive most damage.

Bajoran Tricorder

relatively straightforward. For example, a security guard inspecting a cargo hold or shipping container for contraband simply points the tricorder at an object and begins scanning.

Multipurpose

The sensor assemblies are set to report a range of EM phenomena, analyze a complement of vaporized solids, detect weapons discharges, recognize energy signatures, sift through residual airborne particles, and gather crime-scene evidence. The Bajoran tricorder sensors are supported by four optronic subassemblies: power, processors, communications, and storage.

Power from Bajoran disposable **isotolinium ampules**, or Starfleet's induction-rechargeable **sarium-krellide energy cells**, are installed in the Bajoran tricorder with equivalent results. In typical situations, Bajoran tricorders are rated to operate continuously for 23 hours before needing energy cell replacement. Intensive use, especially in extreme temperatures, and heavy EM interference may all contribute to reduced cycle times.

The primary processor subassembly takes raw sensor data and turns it into information on

the display screen. Processors also interpret and execute user commands. The Bajoran tricorder generates 230 GFP calculations per second on its six stacked chromopolymer isolinear processors. The communications subassembly handles incoming and outgoing data exchanges.

The forced-matrix circuit communications component in the Bajoran tricorder is a reapplication of the Bajoran **combadge** system. For the most part, communications is simply the ability to upload or download information from a base computer system. Such communications are possible via either short range RF or high-speed **subspace** carriers.

Linguistic Skills

Using the guts of the Bajoran combadge also gives the tricorder a **universal translator**, AI, audio pickup, and speaker processors. The real-time translation module in the Bajoran system is 155 percent faster than Starfleet's, but is equipped with a paltry 198 linguistic libraries.

The last of the four subassembly components is the one that manages temporary and permanent data storage, also referred to as memory. The data

storage medium within the Bajoran tricorder consists of 10 reinforced **isolinear wafers**. Together, the wafers can store 12.1 kiloquads of information.

Data storage

Special read-only libraries, applicable to a specific situation or a type of analysis, can be installed in the tricorder as a portion of the tricorder's total memory capacity. A certain volume of free space must always be reserved to store, even momentarily, an incoming sensory data dump. Even more space is required to evaluate the raw data and produce a report.

The illusion of unlimited storage can be created by streaming incoming data to a large computer through the tricorder's subspace or RF communications channel.

All tricorders have vulnerabilities and blind spots, but then sensory devices in starships are not 100 percent complete or effective. With tricorders, where size is a key issue, even more drastic decisions must be made. Bajoran tricorders do not detect subspace and **interphasic** phenomena, **subspace proximity detonators**, or **neutrino emissions**. Some readings cannot be trusted when generated near electromagnetic



▲ **Furel and Shakaar are not Bajoran Militia members, but still have access to the tricorder.**



▲ **The tricorder proves particularly effective when scanning Bajor's hills and valleys.**

fields and **thoron particles**.

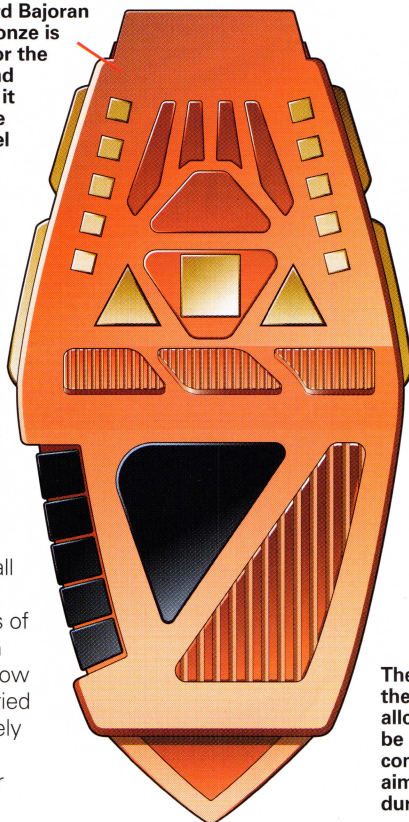
Despite design limitations and external problems, however, the Bajoran tricorder is a very useful everyday tool that can also find concealed weapons, uncover a smuggler's booty, or even predict the arrival of a new baby.

BAJORAN TRICORDER

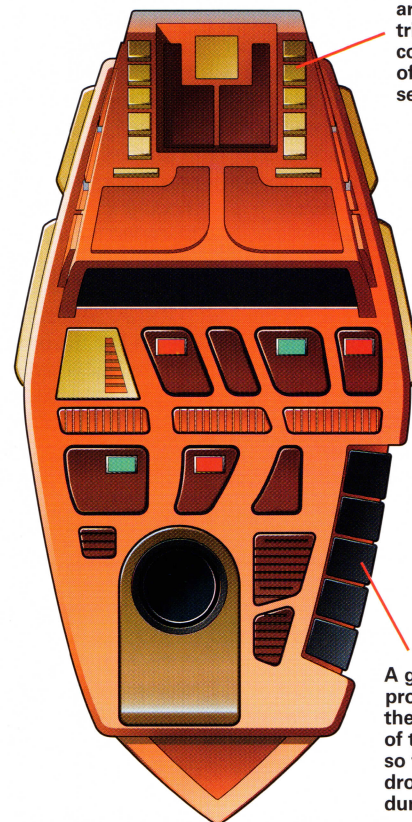
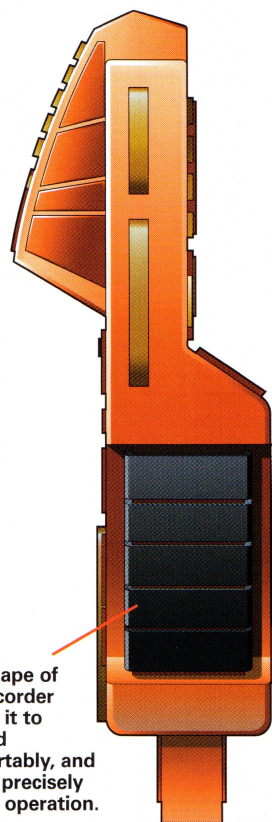
1 Simplicity The **Bajoran tricorder** features a simple set of controls that are arranged to maximize the flow of data through the device.

The standard Bajoran shade of bronze is used to color the tricorder, and ensure that it matches the look and feel of other pieces of equipment.

2 Compact The small exterior dimensions of the Bajoran tricorder allow it to be carried unobtrusively when not required for use.



The shape of the tricorder allows it to be held comfortably, and aimed precisely during operation.



The forward area of the tricorder contains all of the unit's sensor arrays.

A grip is provided on the lower half of the tricorder so that it is not dropped during use.



'What You Leave Behind'

As the **Federation Alliance** prepares for the final battle against the **Dominion**, Colonel Kira Nerys plans a daring attack on the **Founder's** headquarters on **Cardassia Prime**. On **Bajor**, meanwhile, Kai Winn and Dukat contemplate the release of the **Pah-wraiths** and the demise of the **Emissary**.

The new **U.S.S. Defiant NX-74205** will be among the **Federation Alliance** fleet attacking **Cardassia**, but it is a time of change on **Deep Space Nine**. **Ezri Dax** and **Dr. Julian Bashir** have discovered happiness together, while **Chief Miles O'Brien** has agreed to take a teaching post at **Starfleet Academy**. **Odo**, meanwhile, hopes to find **Colonel Kira Nerys** unharmed on **Cardassia**, where she is aiding **Damar's** resistance.

Kira saves Damar from a **Jem'Hadar** patrol. She learns he has organized planet-wide civilian disobedience and sabotage for the following day, when the Federation fleet is due to arrive.

En route to **Cardassia**, **Captain Benjamin Sisko** is contacted by the **Prophets** who inform him his task is almost complete, and that his journey's end lies behind him, not ahead of him.

Sisko's downfall is discussed on **Bajor** by **Kai Winn** and **Dukat**, whose sight has been restored by the **Pah-wraiths**. Winn is willing to ally herself with Dukat to release the trapped **Pah-wraiths**, although she has halted her relationship with the **Cardassian**.

Sabotage

Cardassian sabotage cuts off the **Dominion's** long-range communication with their fleet. The **Dominion** responds by wiping out the entire Cardassian city of **Lakarian**. Kira's response is to redirect the rebellion against the leadership, and proposes she, Damar, and **Garak** attack their headquarters. Before they can do so, though, they are captured by **Jem'Hadar** soldiers who are ordered to execute them. The trio are saved by the accompanying Cardassian guards, their loyalties turned by the **Dominion's** callous destruction of **Lakarian**.

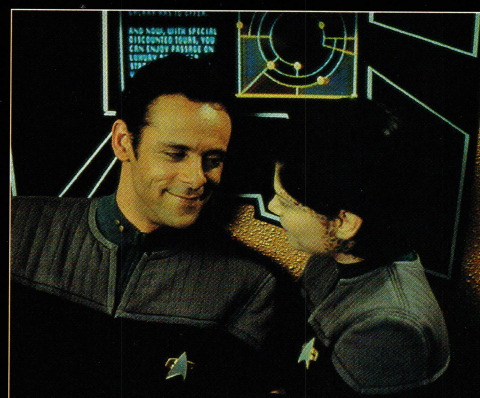
The battle in Cardassian space inflicts heavy casualties on the **Federation Alliance**, most particularly the **Romulans**. When events look their darkest, though, the Cardassians change sides, firing on the **Dominion** fleet. Once long range communication is restored, the **Founder leader** learns of these events. She orders all **Dominion** forces to retreat to **Cardassia** and the extermination of the Cardassian race.

Weyoun dispatches troops to kill the Cardassian population, but this leaves the

ON SCREEN...



1 Captain Benjamin Sisko and his wife Kasidy anticipate their first child together. Unfortunately, Kasidy is suffering from a bad bout of morning sickness.



2 After deciding to remain as just good friends, Dr. Julian Bashir and Ezri Dax finally act on their feelings for each other and cement their relationship.



3 The new **U.S.S. DEFiant** is part of the **Federation** fleet sent to attack **Cardassia**. Sisko is given a vision from the **Prophets** who warn him that his destiny lies behind him.



4 Kai Winn studies the **Kosst Amojan** to learn how to release the **Pah-wraiths**. She ends her romance with Dukat, but still works with him to bring about the final **Restoration**.



5 Kira, Damar, and Garak prepare to launch an assault on the **Dominion's** headquarters in **Mila's** basement. The housekeeper insists they eat to keep their strength up.



6 The **Dominion** forces inflict heavy damage on the ships of the **Federation** and their **Klingon-Romulan** allies, including Sisko's new **DEFiant**.



'What You Leave Behind'

headquarters under-protected. Damar is killed in the initial assault, but Kira and Garak are able to breach the command center. Garak kills Weyoun, but the Founder refuses to order her troops to stand down, believing she is soon to die from the degenerative virus. She relishes the needless casualties that will prevent any incursion into the Dominion's **Gamma Quadrant**. Fortunately, Odo's intervention prevents further death when he links with the Founder. Simultaneously curing her and ending the war, Odo also promises he will return to the Gamma Quadrant and cure his people within the **Great Link**.

As one threat diminishes another emerges, after Kai Winn frees the Pah-wraiths from their incarceration in Bajor's **fire caves**. The release requires a sacrifice, however, and it proves to be the unsuspecting Dukat.

Kira understands Odo's compulsion to return to his people. He believes the Changelings will lose their mistrust of 'solids' if they assimilate his experiences. Kira is saddened, but respects his decision, and even offers to return him home. **Worf**, meanwhile, is appointed Federation ambassador to the **Klingon** homeworld, delighting **Chancellor Martok**, who will now have a friend on hand.

Non-linear destiny

In the midst of a farewell party for Odo, Worf, and O'Brien at **Vic Fontaine's** bar, Sisko abruptly claims he understands what he must do, and journeys to the fire caves on Bajor. Here the Pah-wraiths have ignored Winn, and reanimated Dukat's corpse in his true Cardassian form. Sisko arrives as Dukat rejoices in the Pah-wraiths forthcoming domination of the **Alpha Quadrant**. Seemingly unable to harm him, the Prophet's **Emissary** is driven to his knees. Dukat has Winn consumed by fire, but not before she reveals that the **Kosst Amojan** book is the key to defeating Dukat. Sisko tumbles Dukat into the cave's flames, decimating the sacred text. Instead of perishing in the fire, Sisko is rescued by the Prophets, who inform him his task is complete. The Pah-wraiths and Dukat are now trapped in the Fire caves forever.

Benjamin has now passed over to join the Prophets. Unable to return to *Deep Space Nine*, Sisko appears to Kasidy Yates in a vision and promises he will come back at some stage in the future. He informs his wife that he has much to learn from the Prophets before this can occur.

Arriving at the Great Link, Kira notes it looks very different from their previous visit. This is the result of the degenerative virus, from which the Founders are dying. Odo asks Kira to tell all his friends on *Deep Space Nine* that he will miss them, they kiss, and Odo merges with his people. His assimilation

transforms the link around him as his cure to the disease is absorbed.

All the departures leave Colonel Kira as *Deep Space Nine's* new commander. She later finds **Jake Sisko** on the Promenade watching the Bajoran wormhole open, and joins him in a moment of contemplation.

ON SCREEN...



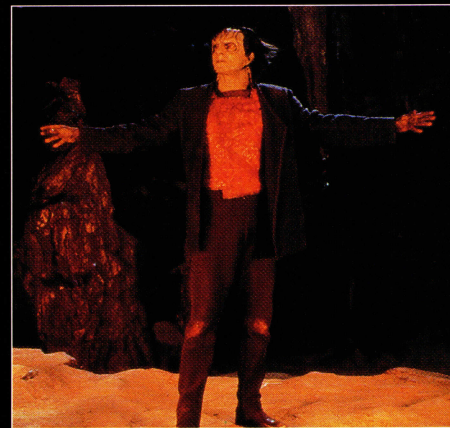
7 Odo beams down to the Dominion headquarters to persuade the Founder leader to order her forces to surrender. He offers to link with the female shapeshifter.



8 Winn and Dukat release the Pah-wraiths. The kai throws her robe into the flames to symbolically rid herself of any allegiance to the Prophets.



9 The war finally over, *DEEP SPACE NINE's* senior staff attend a farewell party for Odo, Worf, and O'Brien at Vic Fontaine's bar in the holosuite.



10 The Pah-wraiths reanimate Dukat and restore his true Cardassian appearance. Dukat revels in the destruction they will wreak on the Alpha Quadrant.



11 Sisko travels to Bajor's fire caves, finally clear on what he has to do. When he arrives, however, the Prophet's Emissary is brought to his knees by the agent of the evil Pah-wraiths, the Cardassian Dukat.



12 On *DEEP SPACE NINE*, Kasidy is sent a vision from Sisko. She tries to comfort Jake by telling him his father is now with the Prophets in the Celestial Temple.

STARSHIP FACTS

A One of Captain Sisko's final acts is to recommend Ensign Nog's promotion to lieutenant.

A As the new commander of *Deep Space Nine*, Colonel Kira Nerys takes great delight in telling Ferengi barkeep Quark that gambling is no longer allowed on the station.



STAR TREK: Deep Space Nine

A-Z Episode Guide Part 2

'BY INFERNO'S LIGHT'

FILE 70 CARD 107



Bashir, Worf, Garak, and General Martok succeed in escaping from Dominion Internment Camp 371, and the Federation-Klingon alliance is renewed in the face of Cardassia's union with the Dominion.



'A CALL TO ARMS'

FILE 70 CARD 118

Captain Sisko orders the Bajoran wormhole to be mined, and Starfleet are forced to abandon Deep Space Nine to the Dominion, following a fierce confrontation.



'CAPTIVE PURSUIT'

FILE 70 CARD 5



Chief Miles O'Brien befriends Tosk, an alien who is bred as prey for the Hunters of the Gamma Quadrant, and puts his career on the line to save his new friend.

'CARDASSIANS'

FILE 70 CARD 23

An orphaned Cardassian boy comes aboard Deep Space Nine with his adoptive Bajoran father. It soon becomes apparent that the youngster is a pawn in a political game engineered by Gul Dukat.



'CHANGE OF HEART'

FILE 70 CARD 134



When Jadzia Dax is injured during a firefight with the Jem'Hadar, Worf is forced to choose between the life of his wife and the completion of a mission that has the potential to save the lives of many thousands.

'THE CHANGING FACE OF EVIL'

FILE 70 CARD 164

Kai Winn and Dukat continue their efforts to free the Pah-wraiths by attempting to decipher the text of the ancient Kosst Amojan. Starfleet suffers an immeasurable loss when the U.S.S. Defiant NX-74205 is destroyed in battle against the Breen.



'CHILDREN OF TIME'

FILE 70 CARD 114

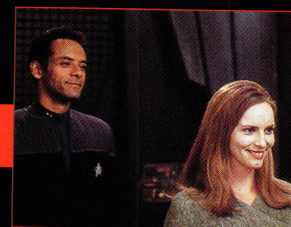


The crew of the U.S.S. Defiant NX-74205 discover a colony in the Gamma Quadrant populated by their descendants. Captain Sisko must decide whether to consign his crew to history, or doom the colony to temporal oblivion.

'CHIMERA'

FILE 70 CARD 158

Odo meets Laas, another of the Changelings who were scattered throughout the Galaxy by the Founders, and must choose between joining him on a voyage of discovery, or remaining on Deep Space Nine with his beloved Kira Nerys.



'CHRYSLIS'

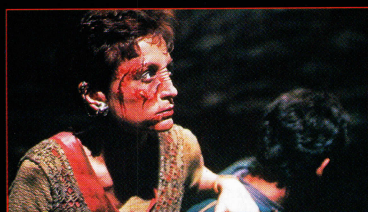
FILE 70 CARD 149

Four genetically-enhanced humans – Jack, Lauren, Patrick, and Sarina return to Deep Space Nine – where Dr. Bashir successfully performs a procedure on the withdrawn Sarina that allows her personality to flourish.





STAR TREK: Deep Space Nine A-Z Episode Guide Part 2



'THE CIRCLE'

FILE 70

CARD 21

After **Major Kira** is relieved of her position on *Deep Space Nine* she is captured by the **Circle**, while **Commander Sisko** is ordered to evacuate the station of all **Federation** personnel.



'CIVIL DEFENSE'

FILE 70

CARD 49



A counterinsurgency program left over from the days of the **Cardassian** occupation threatens *Deep Space Nine* and its inhabitants with destruction unless it can be deactivated in time.

'THE COLLABORATOR'

FILE 70

CARD 41

Vedek Bareil's hopes of being elected as **Bajor's** next **kai** are thrown into disarray when he is accused of being a collaborator during the **Cardassian** occupation.



'COVENANT'

FILE 70

CARD 153



Kira Nerys is abducted from *Deep Space Nine* and taken to **Empok Nor**, where **Dukat** leads a **Pah-wraith** cult.

'CROSSFIRE'

FILE 70

CARD 79

Security Chief Odo finds that his romantic feelings for **Kira** are affecting his ability to protect **First Minister Shakaar**.



'CROSSOVER'

FILE 70

CARD 40



Major Kira and **Dr. Bashir** find themselves in the brutal **mirror universe** first visited by **Captain Kirk** over 100 years ago.

'THE DARKNESS AND THE LIGHT'

FILE 70

CARD 103

When the former members of **Kira's** resistance cell are systematically killed, she sets out to discover the individual responsible, in spite of her late stage of pregnancy.



'DAX'

FILE 70

CARD 7



Jadzia Dax is put on trial when the symbiont's former host, **Curzon**, is accused of murdering an illustrious general.

'DEFIANT'

FILE 70

CARD 51

Maquis operative **Thomas Riker** steals the **U.S.S. Defiant NX-74205** in order to reveal a **Cardassian** military build-up.



'DESTINY'

FILE 70

CARD 56



The arrival of three **Cardassian** scientists on *Deep Space Nine* appears to herald the fulfilment of a **Bajoran** prophecy that predicts the destruction of the space station.

'THE DIE IS CAST'

FILE 70

CARD 62

Garak is reunited with his mentor and father **Enabran Tain** as they journey to the **Founders'** world in the **Gamma Quadrant**, as part of an **Obsidian Order-Tal Shiar** plot to destroy the shapeshifters. En route, Garak must prove his loyalty to Tain by torturing **Odo**.



V continued

Vreenak

This **Romulan** senator was instrumental in the negotiation of a non-aggression pact signed with the **Dominion** in 2373. Having been elected in 2360, Vreenak was secretary of the **War Plans Council**, vice-chairman of the **Tal Shiar**, and a trusted adviser to **Proconsul Neral**. In 2374, he was shown evidence of the Dominion plan to invade **Romulus**, but he denounced it as fake. The evidence survived Vreenak's death when a bomb destroyed his shuttle, and was instrumental in the Romulans forming a new alliance with the **Federation** and **Klingon Empire**. (*Starship Log: 'In the Pale Moonlight'* [DS9]) **SEE FILE 70**

Vrelk, Controller

Vrelk commanded the **Malon Freighter** that attempted to steal an advanced probe belonging to the **U.S.S. Voyager NCC-74656** in 2375. (*Starship Log: 'Extreme Risk'* [VOY]) **SEE FILES 18, 71**

Vulcan

A **Class-M** planet and member of the **United Federation of Planets**. Nearby worlds include **Betazed**, **Andor**, **Tellar**, and the star **Alpha Centauri**. The protection of Vulcan from the **Dominion** in 2374 resulted in heavy casualties for **Starfleet's Seventh Fleet**. The planet was also the place of exile for **Cardassian** poet **Iloja of Prim**. (*Starship Log: 'The Man Trap'* [TOS]; *'The Schizoid Man'* [TNG]; *'Destiny'* [DS9]; *Caretaker* [VOY]; *Star Trek: The Motion Picture*) **SEE FILES 8, 45, 68, 69, 70, 71, 72**

Vulcan Bill of Rights

The certification of fundamental liberty for all Vulcan inhabitants. (*Starship Log: 'The Maquis', Part I* [DS9]) **SEE FILES 8, 70**

Vulcan death grip

A fabricated method of killing, seemingly used by **Spock** on **James T. Kirk** in order to facilitate the latter's escape from a **Romulan** ship in 2268. (*Starship Log: 'The Enterprise Incident'* [TOS]) **SEE FILES 8, 43, 68**



Spock pretended to give James Kirk the Vulcan death grip, fooling the Romulans into thinking he had killed the captain. In reality, Spock had only given Kirk the Vulcan nerve pinch to simulate death.

Vulcan dirge

A ceremonial Vulcan funeral lament. One example begins 'O starless night of boundless black.' (*Starship Log: 'Tuvix'* [VOY]) **SEE FILES 8, 71**



Tallera was an agent of the Vulcan isolationist movement. She briefly fooled Captain Picard into believing she worked for the Vulcan V'Shar security agency, before he realized she was planning to retrieve an ancient psionic resonator.

Vulcan favinit plant

A flowering plant indigenous to Vulcan. A rare hybrid was created when **Tuvok** of the **U.S.S. Voyager NCC-74656** grafted a favinit with an Earth orchid. (*Starship Log: 'Alliances'* [VOY]) **SEE FILES 43, 71**

Vulcan Institute of Defensive Arts

A college located on Vulcan where **Tuvok** of the **U.S.S. Voyager NCC-74656** once taught archery science for several years. (*Starship Log: 'Basics', Part II* [VOY]) **SEE FILE 71**

Vulcan isolationist movement

A group spawned in the latter half of the 24th century, who believed that Vulcan's contact with alien entities had polluted the planet. They promoted an end to all contact with the outside universe, and the eradication of all alien influence on Vulcan. In 2370, the movement pieced together an ancient artifact called the **Stone of Gol**, which could amplify thoughts to enable telepathic murder, but they were prevented from using it. (*Starship Log: 'Gambit', Part II* [TNG]) **SEE FILES 6, 8, 69**

'Vulcan Love Slave'

Quark called this text "romantic," and recommended it to **Odo** in 2373. (*Starship Log: 'The Ascent'* [DS9]) **SEE FILE 70**

'Vulcan Love Slave: The Revenge'

Salacious **holosuite** program that was available in **Quark's bar** on station **Deep Space Nine**. (*Starship Log: 'Dr. Bashir I Presume?'* [DS9]) **SEE FILE 70**

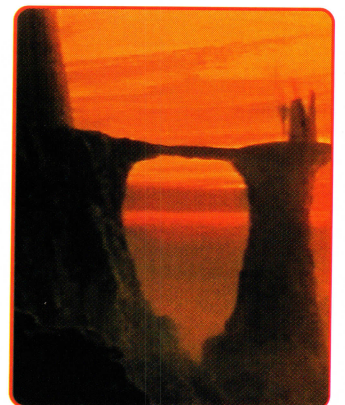
Vulcan lute

A 12-stringed instrument that resembles Earth's harp. **Spock** of the **U.S.S. Enterprise NCC-1701** often relaxed by playing the instrument in his quarters, and once publicly accompanied **Lt. Uhura's** singing. **Tuvok** of the **U.S.S. Voyager NCC-74656** also played a Vulcan lute. (*Starship Log: 'Charlie X'* [TOS]; *'Persistence of Vision'* [VOY]) **SEE FILES 8, 68, 71**

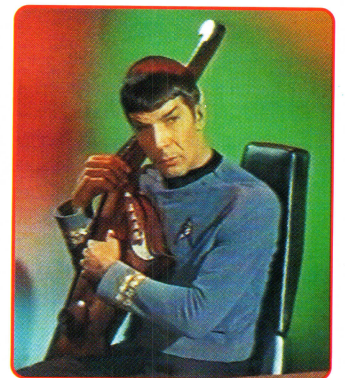
Vulcan Master

These instructors guided Vulcans through the **Kolinahr** – a ritual aimed at expelling all emotion in favor of logic. (*Starship Log: Star Trek: The Motion Picture*) **SEE FILES 8, 72**

Vreenak
Vrelk, Controller
Vulcan
Vulcan Bill of Rights
Vulcan death grip
Vulcan dirge
Vulcan favinit plant
Vulcan Institute of Defensive Arts
Vulcan isolationist movement
'Vulcan Love Slave'
'Vulcan Love Slave: The Revenge'
Vulcan lute
Vulcan Master
Vulcan mind-meld
Vulcan mocha
Vulcan mollusks
Vulcan nerve pinch
Vulcan port
Vulcan restaurant
Vulcan Science Academy
Vulcan spice tea
Vulcan tea
Vulcan's Forge
Vulcana Regar
Vulcans
Vulky



The mountainous Alpha Quadrant planet Vulcan was Spock's birthplace. His mind and body were reunited here in 2285, during the fal-tor-pan ceremony.



Spock was adept at playing the Vulcan lute, and enjoyed practising it during his off-duty hours.





Vulcan mind-meld



The action of telepathically linking the memories and emotions of two beings. The intimacy of the mind-meld means it is a very personal experience, although where required it can be used to rapidly assimilate the skills of another. (*Starship Log: 'Dagger of the Mind' [TOS]; 'Sarek' [TNG]; 'The Maquis', Part II [DS9]; 'Cathexis' [VOY]*) **SEE FILES 8, 68, 69, 70, 71**

▶ **Tuvok used the Vulcan mind-meld to help prove Tom Paris's innocence when his colleague was accused of murdering a Banean in 2371. False memories had been implanted in Tom's mind.**

Vulcan mocha

Drink similar to Earth's coffee. It was enjoyed by **Harry Kim** of the *U.S.S. Voyager NCC-74656*; he preferred the extra-sweet variety. (*Starship Log: 'Non Sequitur' [VOY]*) **SEE FILES 8, 71**

Vulcan mollusks

A dish that is best soaked in **Rhombolian butter**, and considered a fine food. **Quark** served it to former business partner **Fallit Kot** during his stay on *Deep Space Nine* in 2370. (*Starship Log: 'Melora' [DS9]*) **SEE FILES 8, 70**

Vulcan nerve pinch

When applied to nerves on the base of the neck, this technique renders most humanoid species instantly unconscious. It was used to great effect by **Spock**, but non-Vulcans, including **James T. Kirk**, were unsuccessful in learning the nerve pinch. A notable exception was **Lt. Commander Data**. (*Starship Log: 'The Enemy Within' [TOS]; 'Unification', Part II [TNG]*) **SEE FILES 8, 45, 68, 69**



▶ **Data successfully mastered the Vulcan nerve pinch, and used it on Sela in 2368, allowing U.S.S. ENTERPRISE NCC-1701-D personnel to thwart her plans for the Romulan invasion of Vulcan.**

Vulcan port

A green drink that leads to rapid intoxication. **Quark** was known to offer it prior to conducting business, notably in the case of Vulcan gunrunner **Sakonna** in 2370. The Vulcan port she was offered was over three centuries old. (*Starship Log: 'The Maquis', Part I [DS9]*) **SEE FILES 8, 70**

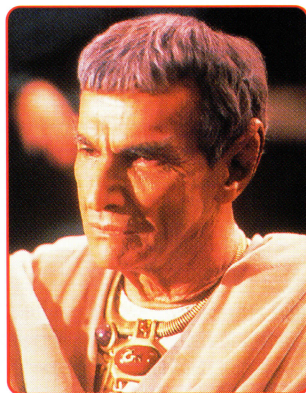
Vulcan restaurant

A Vulcan restaurant could be found on the Promenade of station *Deep Space Nine*. (*Starship Log: 'Indiscretion' [DS9]*) **SEE FILES 8, 27, 70**

Vulcan Science Academy

A respected institute of higher education. **Spock's** decision to opt for **Starfleet** in preference to attending the academy led to a rift with his father that was perpetuated for 18 years. Between 2354 and 2369, **subspace** theoretician **Dr. T'Pan** held the post of academy director. (*Starship Log: 'Journey To Babel' [TOS]; 'Suspicious' [TNG]*) **SEE FILES 8, 45, 68, 69**

▶ **Sarek found it hard to forgive his son Spock for not attending the Vulcan Science Academy.**



Vulcan spice tea

A drink that was available from food **replicators** on the *U.S.S. Voyager NCC-74656*. (*Starship Log: 'Alliances' [VOY]*) **SEE FILES 7, 8, 71**

Vulcan tea

A drink that bears great similarity to Earth tea, consisting of plant leaves immersed in heated water. **Lt. Commander Tuvok** sometimes indulged aboard the *U.S.S. Voyager NCC-74656*. (*Starship Log: 'Revulsion' [VOY]*) **SEE FILES 7, 8, 71**

Vulcan's Forge

A mountain range on Vulcan that was known to be challenging for climbers. **Worf** suggested he and **Jadzia Dax** spend their two-week honeymoon hiking there. (*Starship Log: 'Change of Heart' [DS9]*) **SEE FILES 8, 43, 70**

Vulcana Regar

The **Vulcan** city that was home to **T'Shanik**, who in 2364 lost out to **Mordock** for a place at **Starfleet Academy**. (*Starship Log: 'Coming of Age' [TNG]*) **SEE FILES 8, 69**

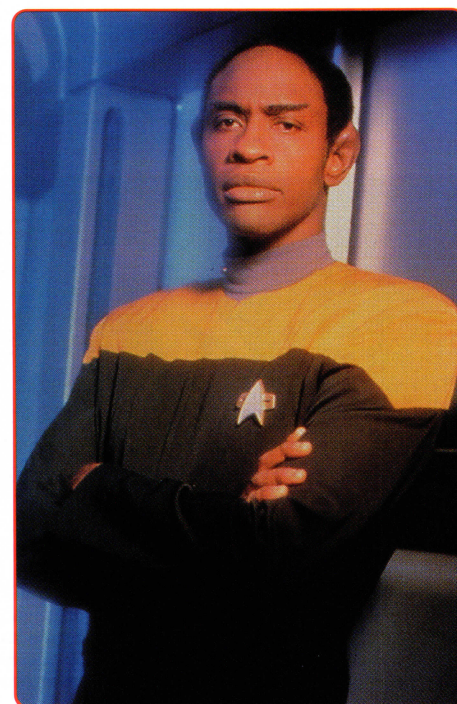
▶ **T'Shanik was a Vulcan from Vulcana Regar. She was one of three applicants to compete for entrance into Starfleet Academy on Relva VII in 2364. Both she and Wesley Crusher lost out to Benzite candidate Mordock.**



Vulcans

Humanoids who inhabit the planet **Vulcan**. Once a violent and emotional race, they learned to suppress all emotional impulses in order to make decisions based on logic. Those unwilling to conform departed to colonize **Romulus**, and enmity between the planets existed thereafter. Vulcans lapse from their logical state during a mating frenzy that occurs every seven years in adults. Vulcan physiology differs from humans': they possess secondary eyelids and a heart located where a human liver exists. They also have a greater strength and limited telepathic abilities, most prominently through activation of the **Vulcan mind-meld**. They are also able to activate a self-healing process when injured, via hypnosis. (*Starship Log: 'The Cage'; 'Where no Man has Gone Before' [TOS]; 'Coming of Age' [TNG]; 'Emissary', Part II [DS9]; 'Caretaker' [VOY]*) **SEE FILES 8, 40, 43, 45, 67, 68, 69, 70, 71, 72**

▶ **Vulcans have maintained an excellent relationship with humans, and Lt. Commander Tuvok is one of many Vulcans to have joined Starfleet. Tuvok is a member of the U.S.S. VOYAGER NCC-74656 crew currently stranded in the Delta Quadrant.**



Vulky

Pejorative phrase deriving from '**Vulcan**' and meaning 'dull.' (*Starship Log: 'Real Life' [VOY]*) **SEE FILE 71**

W

W-particle interference

A phenomenon associated with anomalous gaps in normal space. Data scanned for W-particles within the **Mar Oscura Nebula** in 2367. (*Starship Log: 'In Theory'* [TNG]) **SEE FILE 69**

W'mar

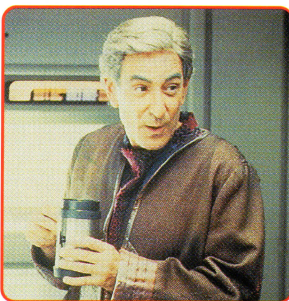
A **Klingon** male. W'mar's teenage daughter, **Doran**, was transferred to the **I.K.S. Rotarran** in 2374 and joined **General Martok**'s dispirited crew. (*Starship Log: 'Sons and Daughters'* [DS9]) **SEE FILE 70**

"wachk ihw, wachk kkor-duh"

The **Klingon** ceremonial expression for "one blood, one house." It was spoken when **Alexander Rozhenko** officially joined the **House of Martok**. (*Starship Log: 'Sons and Daughters'* [DS9]) **SEE FILE 70**

Waddle, Barry

The false name given by **Arne Darwin** in 2373. The **Klingon** posed as a human salesman trading in **kevas** and **trillium**. (*Starship Log: 'Trials and Tribble-ations'* [DS9]) **SEE FILES 48, 70**



Arne Darwin was surgically altered to appear human and used the pseudonym Barry Waddle.

Wade, Dr. April

A well-liked physician based at Earth's University of Nairobi. Wade was 103 years old when she was nominated for the **Carrington Award** in 2368. Her second nomination came in 2371. (*Starship Log: 'Prophet Motive'* [DS9]) **SEE FILE 70**

Wadi

A **Gamma Quadrant** civilization who sent a delegation to **Deep Space Nine** following first contact with **Vulcans** in 2369. The Wadi played the illusory game **chula**, and found interesting uses for **klon peags**. (*Starship Log: 'Move Along Home'* [DS9]) **SEE FILES 18, 40, 70**

When the Wadi visited station DEEP SPACE NINE in 2369 they brought with them the high-stakes game of chula.



Captain Wainwright was certain the Ferengi were Martians, and even believed that they were working for the Russians.

Wagner, Professor

A phylobiology expert at a **Federation**-sponsored psychology conference in 2369. Wagner was unaware that his audience thought they were attending an interactive symposium and were disappointed and bored by his dry speech. (*Starship Log: 'Timescape'* [TNG]) **SEE FILE 69**

Wagnor

The pilot of an **Angosian** law enforcement transport. Wagnor expected to take **Roga Danar** back to prison, but Danar overpowered him and used the ship to attack the prison instead. (*Starship Log: 'The Hunted'* [TNG]) **SEE FILE 69**

Wainwright, Captain

An overzealous officer in 1947's United States Army Air Corps. Wainwright was convinced that **Rom**, **Quark**, and **Nog** were invading Martians, and wanted to dissect them to prove it. Wainwright reported to **General Denning**. (*Starship Log: 'Little Green Men'* [DS9]) **SEE FILE 70**

'Wait, The'

The title of author **Revalus**'s most important effort. He wrote it using paper, pen, and guidance from **Onaya**. (*Starship Log: 'The Muse'* [DS9]) **SEE FILE 70**

Waiver of Property and Profit

The standard **Ferengi** prenuptial contract. It establishes that the bride has no stake in the groom's goods and earnings, even in the event of a divorce. (*Starship Log: 'Ferengi Love Songs'* [DS9]) **SEE FILES 14, 70**

Wakasa

A humanoid male of Native American descent, who was living on **Dorvan V** when the **Federation-Cardassian treaty** ceded that world to **Cardassia**. Wakasa, a tribal leader, resisted all evacuation orders. (*Starship Log: 'Journey's End'* [TNG]) **SEE FILE 69**

waking species

A term used by a **Delta Quadrant** civilization to describe beings who do not live in the same hyper-REM reality that they do. The race refer to themselves as a **dream species**. (*Starship Log: 'Waking Moments'* [VOY]) **SEE FILE 71**

Walker, Ensign

A **Starfleet** officer working on **Deep Space Nine**, who caught **Dr. Julian Bashir**'s eye in 2374 but consistently declined his invitations. Walker changed her mind after Bashir used advice from **Vic Fontaine**. (*Starship Log: 'His Way'* [DS9]) **SEE FILE 70**

W-particle interference

W'mar

"wachk ihw, wachk kkor-duh"

Waddle, Barry

Wade, Dr. April

Wadi

Wagner, Professor

Wagnor

Wainwright, Captain

'Wait, The'

Waiver of Property and Profit

Wakasa

waking species

Walker, Ensign

Wallace, Darian

Wallace, Dr. Janet

Wallace, Dr. Theodore

Walsh, Captain Leo Francis

Wanoni tracehound

Wantsomere, Lady

wardroom

Warming, The

warning beacon

warnog

warp core

warp core breach [1]

warp core breach [2]

warp drive

warp factor



Jake Sisko received inspiration to write from Onaya. She also claimed to have been behind Revalus's masterpiece 'The Wait.'



A telepathic dream race attacked the U.S.S. VOYAGER NCC-74656 crew, who they referred to as a "waking species," by forcing them into hyper-REM sleep.



Wallace, Darian A multi-talented male member of the **U.S.S. Enterprise NCC-1701-D** crew. Wallace helped build the *Enterprise*, then worked in engineering, security, and on the bridge. He survived the ship's destruction in 2371. (*Starship Log*: 'The Big Goodbye' [TNG]; *Star Trek: First Contact*) **SEE FILES 25, 69, 79**

Wallace, Dr. Janet An endocrinologist who ended her romance with **James T. Kirk** in 2261 in favor of her career. She married **Dr. Theodore Wallace**, after work brought them together on **Aldebaran III**. He was 26 years older than his wife and died a few years later. In 2267, Janet helped **Dr. Leonard McCoy** to cure a fatal radiation illness that triggered accelerated aging. (*Starship Log*: 'The Deadly Years' [TOS]) **SEE FILES 43, 68**

Wallace, Dr. Theodore Scientist and **Dr. Janet Wallace**'s husband. The couple worked together on **Aldebaran III**. (*Starship Log*: 'The Deadly Years' [TOS]) **SEE FILE 68**

Walsh, Captain Leo Francis The owner and pilot of a small spacecraft borrowed by **Harcourt Fenton Mudd**. Under questioning, Mudd claimed to be Walsh, but later testified that the captain had become unexpectedly incapacitated. (*Starship Log*: 'Mudd's Women' [TOS]) **SEE FILE 68**



An irritated Odo resisted Lwaxana Troi's advances, comparing her forceful behavior to that of a Wanoni tracehound.

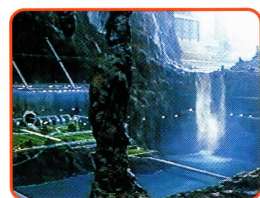
Wanoni tracehound

An animal known for its single-minded tenacity. When **Odo** felt stalked by **Lwaxana Troi** in 2369, he described her persistence as being on a par with the Wanoni tracehound. (*Starship Log*: 'The Forsaken' [DS9]) **SEE FILE 70**

Wantsomere, Lady A beautiful socialite in 'The Queen's Gambit,' one of **Dr. Julian Bashir**'s holosuite spy stories. Wantsomere was programmed to murder the Queen of England. (*Starship Log*: 'A Simple Investigation' [DS9]) **SEE FILE 70**

wardroom This is a large, multi-purpose area on **Deep Space Nine**, used by senior staff for conferences or relaxation. (*Starship Log*: 'The Search', Part I [DS9]) **SEE FILES 27, 70**

Warming, The An era of **Ocampan** history that began 500 generations before 2371, when the Ocampan world became a desert and the people were moved underground by the **sporocystian** life form known as the **Caretaker**. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 18, 71**

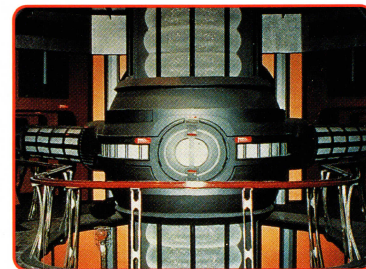


During the catastrophic period called The Warming, the Caretaker created a subterranean city for the Ocampan and protected them from outside enemies.

warning beacon A high-tech transmitter that broadcasts warnings to keep spacecraft clear from locations or situations that contain hidden perils. **Tarchannen III** was marked with orbiting warning beacons in 2367. (*Starship Log*: 'Identity Crisis' [TNG]) **SEE FILE 69**

warnog A common **Klingon** ale, usually consumed from a tankard on Klingon ships. **General Martok** believed warnog was the second most effective way of relieving convoy duty tensions. A good brawl was the first. (*Starship Log*: 'Sons and Daughters' [DS9]) **SEE FILE 70**

warp core The reaction chamber where matter and antimatter mix. It is contained by a magnetic field to keep it from coming into contact with the rest of the ship, and can be ejected if it poses a danger. (*Starship Log*: 'The Naked Time' [TOS]; 'Contagion' [TNG]; 'The Visitor' [DS9]; 'Cathexis' [VOY]; *Star Trek: The Motion Picture*) **SEE FILES 64, 68, 69, 70, 71, 72**



On Federation starships, the warp core is situated in the engine room.

warp core breach [1] A warp core breach is a failure in the matter/antimatter reaction chamber or a compromise in the antimatter containment field. If the breach cannot be repaired or the warp core ejected, the ship will be destroyed. (*Starship Log*: 'The Naked Time' [TOS]; 'Contagion' [TNG]; 'The Visitor' [DS9]; 'Cathexis' [VOY]; *Star Trek: Generations*) **SEE FILES 64, 68, 69, 70, 71, 78**

warp core breach [2] A mood-altering beverage served at **Quark's bar**. The **Ferengi** barkeep offered one to **Dr. Julian Bashir** as his own prescription for long-lasting tension relief. (*Starship Log*: 'His Way' [DS9]) **SEE FILE 70**

warp drive The propulsion system used in faster-than-light starships. Warp drive energy is created by mixing matter and antimatter in the **warp core** via **dilithium** crystal controls. This energy is used by the plasma coils in the ship's **warp nacelles** to generate the **subspace warp field** that propels a ship. **Zefram Cochrane**'s 2063 warp drive test run earned Earth its membership of the interstellar community. (*Starship Log*: 'The Naked Time' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]; *Star Trek: First Contact*) **SEE FILES 64, 68, 69, 70, 71, 72**



Zefram Cochrane gave humanity warp drive, which he first tested on his ship, the PHOENIX, in 2063.

warp factor Standardized geometrical units of faster-than-light speeds. The relative translation scale of warp factor speeds was recalibrated by the 24th century, with **warp 10** occupying the top spot. In **Q's anti-time future**, starships reportedly traveled at **warp 13**, suggesting another warp factor redefinition. (*Starship Log*: 'The Cage'; 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 64, 67, 68, 69, 70, 71, 72**

Tom Paris managed to exceed warp factor 10, but the trip caused him to mutate into another evolutionary stage.

